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MARIO KART™

64

From the pedal to the metal and race the top drivers in the Mushroom Kingdom! Only Power has the tips and tactics for the roughest tracks in Mario Kart 64.



Star Wars Shadows of the Empire

Need a special weapon in *Shadows of the Empire*? The March issue has exclusive, step-by-step tips for finding all the Challenge Points!



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Turok Dinosaur Hunter

Smell the fear and feel the sweat as you delve into the darkest heart of Turok's jungle. Your adventure begins on page 40.



GoldenEye 007

The name is Bond. The game is GoldenEye 007. Preview Nintendo Power's secret dossier on Rare's upcoming view to a thrill.



PLAYER'S PULSE

We want Letter! Help keep it interesting by writing. If you got a tough question? Send it to us! Want to start a discussion on a hot topic? Bring it on. Player's Pulse is your section!

Stop your sobbing

I am sick of all the whining about the coverage of the N64. Especially that letter in Volume 89, saying they are not going to get the N64 until Christmas. Two points One, if they want it so bad, why don't they earn or save up the money for it. I have a paper route and already have two games and the N64. Two, once they get the N64, all they will be writing about is how they wished there were more N64 game coverage in their back issues.



Kevin Oble • Cincinnati, Ohio



Nancy Oble • Cincinnati, Ohio



David Essary • Bay, Utah

What I am trying to say is, MORE N64 COVERAGE!

Adrian Lacey
Jacksonville, TX

You go, Adrian!

Japanese releases

Recently, I was surfing the net when I decided to go to the Nintendo Co. Ltd. site and look around. I somehow found a games list for Game Boy and I found 35 games on there, some that never came out in America. Some titles I couldn't read and others were written in Japanese. Here are some of the games that never came out in America that I am curious about: Radar Mission, Pocket Monsters: Trainers and Man's Process 2. Now I'm not sure if I listed them all, but would you please show us the first party games that never came out in America for Super Nintendo and Game Boy?

Andrew Bayless
Via the Internet

Andrew, there have indeed been many games released in Japan that never made it to North America. Radar Mission was, in fact, released in the U.S., but so far, Pocket Monsters and Man's Process 2 have not. The Japanese market is quite different from the U.S. market, and games that sell well there often will not do well

here in North America.

The continuing saga of Epic Center

I have never written a letter to Nintendo before, but I thought under these dire circumstances I would. I just read issue 90 and saw that you are discontinuing the Epic Center. I say this is a bad move. Epic Center is my favorite section of NP, and if you are running out of games to cover for Epic Center, I think you should try and convince Nintendo of Japan to bring more of the Japanese RPGs to the U.S. I was reading issue 87 and saw your review of Fire Emblem. The game looks absolutely AMAZING! Please convince the makers of this game to bring it to the U.S. I would be willing to pay \$100 dollars to play this game. Tactics Ogre and Dragon Warrior 5 are just a few I eagerly want. Feida, Bahamut Lagoon, Tales of Phantasia, Secret of Mana 2, 7th Saga 2...I know many people who would love to see these games in the U.S. Please try to get these games brought to our shores, otherwise, my only alternative is to learn Japanese.

Jeff Genovese
Via the Internet

Jeff (and everyone else who wrote to protest the "discontinuation" of Epic Center), you need to read a little more carefully. Epic Center has most certainly not

been discontinued! However, these may be issues where there is simply not enough epic news to print. For now it looks like there are only a few RPG prospects on the horizon. Rather than using a lot of pages covering Japanese RPGs that may or may not be released in North America, we have decided to give the column a break every once in a while. Actually, we are doing our best to try to get some of these games released in the US, but there are a lot of development issues to sort out, and quite frankly the chances look slim for most of the titles you mentioned. By the way, Jeff, learning Japanese could be useful for more than just playing games!

Add NES games to your investment portfolio

Since I got my NES way back in 1988, I have had a steadily growing collection of video games. I now have over 60 games for my NES, Game Boy, Super NES and Virtual Boy, and I'm sure to get many more when I get a Nintendo 64. Since I take my hobby of collecting video games pretty seriously, I was wondering if there are any publications that rate the value of various video games and systems—or have one of the oldest NES gone up in value at all?

James Jackson
Via the Internet

As with any collectible, video games are only worth as much as people will pay for them. There is a book market in selling old games



Michelle Jacques • Stone-Sea, Quebec, Canada



Agnes Kurlitz • West Milton, Ohio

on the internet, but as far as we know there is no publication that tells the values of classic games. Around here, R.C.U.B. the robot seems to be scarce, so if you have one of those, hang on to it!

Chart miscalculation

I just got volume 90, and I turned to the poster in the middle of the magazine first. AWESOME CHARTS! But, you know that little part that says "If you can find more, prove it?" Well, I found a grand total of 146 coins in Bob-omb Battlefield! First go through the level collecting the 121 coins you originally found. Then, go to those four wooden posts surrounding the "Shadow Star" that marks the place where you get the star after getting all the red coins. Run three tight circles around a post in any direction and five coins will pop out. Repeat this with the other three posts. Then there's the hard part: do the same thing to Chain Chomp's post. Don't let him hit you! Try running around the wooden posts in other levels too!

Nick Walker
Vancouver, WA

Nick was just one of many readers who found more coins than we showed on the Super Mario 64 chart in volume 90. We did indeed miss the trick of running around the posts. Thanks to everyone who pointed this out. It is also possible to get



Jessie Owsens • Calgary, Alberta, Canada



James Koch • Winnipeg, Manitoba, Canada

additional coins in *Shifting Sand Land* (136) and *Steampunk's Land* (125).

Player's Pulse in need of fibrillation?

As I have always loved reading your magazine, I am writing to express my concern about Player's Pulse. In the last issue, the Player's Pulse was boring. Not only that, it's too short. Moreover, the topics are boring. During the last few issues I have read complaints from people wanting the old magazine folder in Classified Information. If I may make a suggestion, perhaps you should print a message about clubs on AOL. I think that Girls in Video Games was good, but kinda stupid because nobody won. Right now I could kick myself for sending this in, because I love NP and I don't like to complain, but some things have to be fixed.

Will Rose
Littleton, CO

Let me get this straight, Will—you think the Pulse is boring, but you want it to be longer? Readers, Player's Pulse is YGUR section of Nintendo Power. Send us interesting letters on controversial subjects, and we'll print 'em. Send us weak let-

ters on boring topics and, well, I guess we'll print them but no one will like it!

Give girls formal weapons training

Player's Pulse is in desperate need of a letter from a girl who has the opinion of many boys: that girls are not treated as veterans in video games. Your letter section makes it sound like this is a gender war, and it isn't. Let's face it, princesses only get in trouble because they generally have more coveted magic ability (and the fact that monsters would rather eat princesses than princes). So they get captured. Waaa.



R.J. Schweigert • Dobler Lake, NY

Lead Character: Cecilia, California



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POWER CHARTS

Tons of player votes have flooded in on games for all systems, making this month's charts more representative of your gaming tastes than ever. Strong votes from the pros, however, helped games like *Tetris Attack* hold their own. Vote for your favorite by sending in your Player's Poll Contest response card!

NINTENDO 64 TOP 10



Super Mario 64 again reigns supreme on the N64, easily garnering more votes than any other title. The rest of the list is pretty quiet, although *Turk*, *Dinosaur Hunter* sneaked back on the list.



RANK	GAME	COMPANY	AGE	PROF.
1	SUPER MARIO 64	NINTENDO	1	5
2	WAVE RACE 64	NINTENDO	2	5
3	SHADOWS OF THE EMPIRE	NINTENDO	3	5
4	MARIO KART 64	NINTENDO	5	2
5	KILLER INSTINCT GOLD	NINTENDO	4	3
6	PILOTWINGS 64	NINTENDO	6	5
7	CRUIS'N USA	NINTENDO	10	2
8	RYAN REITZEL'S 30 HOCKEY	NIOHAY	7	5
9	MORTAL KOMBAT TRILOGY	NIOHAY	NEW	1
10	TURK: DINOSAUR HUNTER	ACCLAIM	--	5

SUPER NES TOP 10



The power of tying price at Nintendo boosted puzzle power house *Tetris Attack* into the top three, but it still wasn't enough to knock *Donkey Kong Country 3* out of the number-one spot.



1	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	1	4
2	TETRIS ATTACK	NINTENDO	4	7
3	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	2	60
4	SUPER MARIO RPG	NINTENDO	3	30
5	SUPER MARIO WORLD 2: FOGGY ISLAND	NINTENDO	--	16
6	CARDINO TRIGGER	SOGARE	5	19
7	FINAL FANTASY III	SOGARE	8	26
8	DONKEY KONG COUNTRY 2: DIKIE'S FINE QUEST	NINTENDO	--	16
9	SUPER MARIO RAY	NINTENDO	9	46
10	SUPER METROID	NINTENDO	6	34

GAME BOY TOP 5



The top Game Boy titles switched position, and now we're able to crack the top five games. Link aims to rule all the charts, and he probably will when *Link's Zelda* is released.



1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	46
2	DONKEY KONG LAND 2	NINTENDO	2	4
3	TETRIS	NINTENDO	5	57
4	TETRIS ATTACK	NINTENDO	4	6
5	METROID II: RETURN OF SAMUS	NINTENDO	3	62

1. NINTENDO 64
2. THE LEGEND OF ZELDA 64 (N64)
3. MARIO KART 64 (N64)
4. SUPER MARIO 64 (N64)
5. STAR WARS: SHADOWS OF THE EMPIRE (N64)
6. GAME BOY POCKET
 7. WAVE RACE 64 (N64)
 8. CRUIS'N USA (N64)
 9. X-BAND MOOEN (SNES)
 10. DRAGON QUEST VI (SUPER FAMI-COM)

MOST WANTED

LETTERS, CONTINUED...

they prepared! No. It's not as if needing any help proves you are weak. In Final Fantasy II, Terra and Celes didn't mind being helped by men. They knew that even though they were powerful, there were some things they could not do themselves. Had Princess Zelea had formal weapons training, she might not have gotten caught. But Hyrule didn't seem to be in danger so she didn't have any use for learning how to fight. I could point out at least eight or so more examples. I know of, but I've made my point. Both men and women need help sometimes. And this is NOT a gender war!

**Kathin Kublan
West Milton, OH**

So, did one side win in this controversial subject? Should we lay this sorry discussion to rest, or go to round two?

One hundred issues of pure Power

I have some ideas about what you could include in your 100th issue. I mean, it's less than a year away, and I've been thinking about it. First, you gotta bring back the 3-D pictures like the ones in the 50th issue. They were awesome. I was the only one in my family to see them right. Speaking of the third dimension, I also think you should include another pair of 3-D glasses like the ones that came with issue #75. I left 'em on my dresser one day. When I came home from school, they were gone. Haven't seen them since. By the way, remember the Super Game Boy magazine that came with an issue a long time ago? The one that showed pictures of Game Boy

But he forgot to pack his wing cap



What can I say? The Nintendo 64 is fantastic! I purchased the system with Super Mario 64 on the first day, September 26th, and I have played it almost daily ever since! Super Mario 64 is especially awesome! The best game ever made? Most definitely! It blows away any 32-bit game out there! By the way, since Mario finds himself flying around in a pyramid level in his new 3-D adventure, it only seems fitting to show you how to fly. Look my

Nintendo Power this past summer. How about to the great pyramids of El-Giza, Cairo, Egypt? That's me in the photographs with my May issue, in front of Khafu, the largest of the three pyramids. But for some reason, I could not find any winged caps around...

**Wally Abdallah
Vernon Hills, IL**

Wally, you should have looked for a big red block with a question mark on it to bang your head against. Then the wing cap would have been yours!

games when you use a SCR. I think you should have a Nintendo 64 magazine come with the 100th issue, because I really want to see some more pictures of it.

**Richard Pose
Via the Internet**

Thanks for your ideas for our 100th issue, Richard. We are also thinking about it, and we want to do something spe-

cial. If any of you other readers have ideas, do write to send them into Nintendo Power Player's Pulse. Speaking of Nintendo 64 magazines, we hope you enjoyed the N64 Power Tips book that came with your January issue. Of course, that went to subscribers only; so if you didn't get it, you missed out!

WRITE AWAY RIGHT AWAY!

Did you get a Nintendo 64 for the holidays? Or were you stuck with Tickle Me Elmo? If you're the proud new owner of a Nintendo 64, let us know what you think of the "Fun Machine." Write! Write! Write!

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MARIO KART™

64



Driven to Perfection

A clean driving record won't get you squat in Mario Kart 64. Instead, Nintendo's incredible racing game for the N64 rewards drivers who teeter on the edge of control while ambushing their opponents. One, two, three or four Karts hurtle insults, bananas and Koopa Shells at each other as they career through wild and challenging 3-D road courses. Those Karts driven to total mayhem may prefer to battle each other in arenas. And punks may just want to set the fastest time on the planet. Only the Master himself, Shigeru Miyamoto, could be believed this sequel to the best-selling Super N64 Kart. From the green light to the checkered flag, the new Mario Kart 64 is perfection and without a doubt the best multi-player game ever.



Behind the Wheel

Mario



The great debate over which driver is the best in Mario Kart 64 will rage for years, but the truth is that every character can win it all. It's really a matter of control and personal preference. The lightweight characters (Yoshi, Toad, and Peach) have quick acceleration but may be harder to handle in the corners.

Yoshi



Toad



Peach



Heavyweights such as Wario, DK and Koopa may be slower of the



line, but they lose less speed in the corners when they are in a power slide than the lightweight. Mario and Luigi have balanced abilities. Consider how you drive to make your choice: if you cut corners and go off the track a lot, use a heavyweight. If you have no trouble keeping the lightweight on the track when you power slide, then use one of them. Mario and Luigi provide the greatest challenge.

Luigi



Koopa



Donkey Kong



Wario



Four Roads to Fun

But you can't beat just one way. In Mario Kart 64, drivers have four separate challenges. One or two racers can compete for the **Mario Grand Prix**—that's four prize cups on 16 courses. Two to four players can mix it up in the **Versus** mode on the same 16 courses. A single Karter can enter the **Time Trials** to set

the record on a course. And finally, two to four players can butt bumpers in the **Battle Mode** in four different arenas. If you want to play one of the multi-player modes, of course, you'll need extra N64 controllers. And if you have a Controller Pak, you can save a ghost of your best race.



Items Mean War

Boos

The best time to put Boos to use is when an opponent has a super item such as the Thunder Bolt. If you steal the Thunder Bolt, you ensure that you won't be hit, plus you slow down the pack.

Boos steal items from another player when activated. They also give you limited invisibility.



Boos

Red Shells

Three Red Shells rotate around your Kart. You can fire them at opponents, forward or backward.

Bananas

Bananas cause Karts to spin out. When placed on corners, the wheels may slip off the track.



Spry Shell

The Spry Shell dazes the leader, and it can take out others, too. Use it when you are fairly close to the front.

Thunder Bolts

The Thunder Bolt strikes every opponent's Kart, stunning them and lowering their speed dramatically.



Red Shells

Red Shells are most effective when you are within sight of your target on a straightaway.

They are especially useful for rannng other Karts when you have a crowd. As always, use them quickly and get more items.

Green Shells

Green Shells travel in straight lines and bounce off walls. Fire them in narrow corridors where they roardt.

Mushrooms

Regular Mushrooms give your Kart fairly power boosts.

Fake Items

These are actually bombs disguised as an Item Boxes. When Karts touch them, they blow into the sky.

Fake Items

The best place to drop Fake Item Bombs is in the with bunch of other Item Boxes. We recommend placing them close to the start of the race, please so you can remember to avoid them.

Super Mushrooms

Super Mushrooms give you prolonged boosts to push your Kart to maximum speed.

Super Stars

Invisibility allows you to blow through any item without damage or to weather a Thunder Bolt attack.

Thunder Bolts

The Thunder Bolt strikes every opponent's Kart, stunning them and lowering their speed dramatically.

The Thunder Bolt strikes every opponent's Kart, stunning them and lowering their speed dramatically.

The Thunder Bolt strikes every opponent's Kart, stunning them and lowering their speed dramatically.

Super Mushrooms

The Super Mushroom boosts are ideal for places where your Kart loses speed, such as on slopes or when cutting across grass or dirt. They're also useful for making up for lost speed if you rub a wall.





Mushroom Cup

The first stop on the Grand Prix circuit is the Mushroom Cup. From the relatively simple Luigi Raceway to the hair-raising tracks is the Kalmian Desert, this first challenge will hone your skills for the tougher races ahead.

Luigi Raceway

Length 717m



There are no shortcuts on this course but nice, wide turns that are great for power slides. Use

Mushrooms when coming up the hill after the turn.

POWER SLIDE ①

Lean to power-slide by pushing the R Button as you turn into a corner. You can control the slide using the Control Stick. Each time you move the stick back and forth, Koopa's smoke changes color. Release the R Button for a mini-boost if you have orange smoke. Once you master the power slide, you'll be on your way to the checkered flag.



BALLOON ②

An extra Item Box is attached to the hot air balloon above the track on the front straightaway. Hop up and grab it and let it cycle through the items until it stops on the Spiny Shell.



Hoo Hoo Farm

Length 527m

This mole-infested track through a dairy farm features lots of wide turns, perfect for power-sliding, and obstacles that include an overpass and moles. Since power-sliding is the most important skill in Mario Kart 64, this is another great place to practice.



MOLES ①

The mole colonies extend from the inside corner to the middle of the track, so by using your power slide to stay wide, you'll keep up your speed and miss the moles. If you hit a mole, though, you'll be launched skyward.



OVERPASS ②

After the last mole field, you'll pass under a bridge. In a close race, you can try to force an opponent against one of the support columns and cause a crash.



Koopa Troopa Beach

Lengths 691m

SPINY SHELL ①

If you're tired of playing, Follow the Leader, there's one sure way to mix things up. Before the grove of palm trees, use a Mushroom to get a needed boost up the ramp. You'll get the Spiny Shell in the Item Box above the rock.

**TWO SHORTCUTS ③**

After the first jump, head to the right, go around the rock and across the bay on a sandbar. The second shortcut is through the tunnel! Go under the arch, to the left of the three ramps, then use a Mushroom to boost up the next ramp and shoot over to the tunnel!

CRABS ②

These crawling crustaceans can be found on many stretches of the beach course. If you hit one, you'll spin out as you would when hitting a banana. You can steer around them or use the Invincibility Star.

**THE TRAIN ①**

The train chugs along the track shown on the map, crossing the race course twice. If you approach a crossing at the same time as the train, and you can't race ahead of it, it's best to stop and wait for it to pass.

**Kalimari Desert**

Lengths 527m

The desert loop is one of the most deceptively courses in the game. There's the train to contend with, and narrow roadways... but when the hardest part is just distinguishing the road from the desert.

**SLIDING ②**

Right after the start, you climb a hill, then go into a left curve. Begin a power slide at the crest that carries you to the next straight. The second slide begins on the hill after the second crossing.

**TUNNEL TROUBLE ③**

The train tunnel may look like a convenient shortcut, but once you exit the tunnel, you'll find a long fence that forces you to travel just as far as if you had stayed on the road.





Flower Cup

This is where things start to get interesting. Big Big traffic, falling boulders, exploding snowmen and harpin turns are just the frosting on the cake.



Toad's Turfpike

Length: 1,036m

The squeeze is on when you bash bumpers on Toad's Turfpike. With all this traffic, it can be tough finding a clear area to power-slide.



ITEM FITS ①

The items are alongside the road on this course, and you can use that to your advantage. Power-slide into the pit and take out all the items so that no one behind you can get them.



TRAFFIC

When the road ahead is crowded, hug the rail and squeeze ahead of the congestion. Usually, there's more room along the rail than between two lanes of traffic, but not always. Watch out for the bus!



Frappé Snowland

Length: 734m

Snowmen blowing their tops and icy canyons make this course a winter blizzardland. One slip can bring you to a frozen stop. But it's not all bad news. The wide turns are great for power-sliding pros.

SNOWMEN ①

On many curves of the course, you'll find snowmen waiting along the edges. If you hit one, you'll blow up and lose precious seconds. Be careful as you power-slide in areas with these explosive snowballs.



ICY BRIDGE ②

If you swing too wide out of the final turn, you'll slide right off the bridge. But if you power-slide through the turn and get a mini boost, you should rocket across the bridge safely.



A FROSTY FIELD ②

This could be your worst nightmare: a field spotted with exploding snowmen. Head just to the left of the giant snowman's belly where there is a safe line.



POWER CURVES 1

Keep your speed high by using the power slide through the long curves on Choco Mountain. Power-slide through the first turn, then quickly switch to an opposite slide. You can slide all the way through the boulder curve with power.

**FALLOUT 2**

It's not hard to avoid the falling rocks, but doing so while power-sliding through this long corner is more of a challenge. Move the Control Stick back and forth quickly to get the mini-boost.

**Choco Mountain**

Length 6.87m

You'll have to control your power slide carefully in this course, keeping away from the walls, which can drain all your speed. By forcing your opponents against the walls to slow them down.

**OVER THE EDGE 3**

When using the more powerful Karts, you'll notice that the railing along the boulder curve is missing. Keep your power slide close to the wall.

**S-CURVES 1**

This track has over a dozen sharp S-curves to negotiate. In each case, the first curve is critical. Power-slide through them, then get ready for a short slide through the second curve.

**Mario Raceway**

Length 5.67m

This course may not look so tough at first glance, but the tight turns and narrow road way will challenge any Karter. The sandy borders slow down players who stray, especially lightweights such as Toad and Peach. Use power slides on the pavement.

**SAND TRAPS 2**

Avoid the sand by starting power slides before the turns and releasing when you are lined up with the next straightaway. Drop bananas midway through corners.

**QUICKSAND 3**

The quickest way around the second curve of the third S-curve is to blast straight across the sand using a Mushroom booster. Cut close to the brick wall and aim for the pipe tunnel. You should hit the pavement with the booster still firing.





Star Cup

There's a little of everything in the Star Cup. The Stadium is wide-open while the Castle is like a maze. In Sherbet Land, you need to stay on the ice, but on the Royal Raceway, you'll take to the air.



Wario Stadium

Length 1,591m

This incredibly long course is a test of stamina. If you fall behind, you'll have lots of time to catch up. Most corners are wide, so try to get mini-boosts.



THE HAIRPIN ①

Near the end of the course is the one deadly corner in the Stadium. Power-slide early into this right-angle renegade, and mini-boost into the next turn.



AIRBORNE ②

This dirt ramp sends you up and over another part of the course. If you activate a Thunder Belt when an opponent is in the air, he or she will fall onto the wrong track and have to repeat part of the course.



Sherbet Land

Length 756m

Clash penguins—something of a trademark in Miyamoto games—these days turn out to be the biggest obstacle on this treacherous track.



THE INSIDE LINE ①

The ice tunnel is a giant S-curve. Hug the inside apex of the turn to avoid most of the penguins and confusing alternate routes. While on the inside, you can also steer opponents into those columns of ice.



CUTTING CORNERS ②

Jagged corners along the edge of the ice sheet present a hazard and an opportunity. If you aim at the narrow tip of the opening, you can hop over it and save time, but if you misjudge the angle or loop, you could end up in the liquid lake and lose lots of time.



KART AND FEATHERED ③

The penguins are everywhere, but each bird seems to have a small home territory. Your only defense is to watch for them. There is another benefit to these birds: You can push opponents into them so that they crash.



BANANA SPLITS ①

The narrow, sharp turns on the Royal Raceway are great for dropping bananas, especially on the final S-curve. Use the power slide to keep your speed high.

**THE FINAL S-CURVE ②**

Drain a little speed going into the lead-in curve, then powerslide through the S-curve, cutting across the grass if you're worried about hitting the water.

**Royal Raceway**

Length 1,025m

The castle grounds make for a lush course with killer curves. The narrow roadways and tight corners make it a great track for dropping peels and bombs but a lousy track for green shells.

**FLY STRAIGHT ③**

Karts tend to drift sideways unless they're perfectly aligned. Normally, you can correct this, but there's nothing you can do if you're in the air. So, on the big jump, line up with the center of the booster arrow to ensure a good landing.

**BRIDGE OF TERROR ①**

In the third room with Thwomps, race down the far right side and powerslide through the doorway to line up with the bridge.

**Dowser's Castle**

Length 777m

This is one seriously demented race track. Almost all the corners are right angles instead of curves, so you have to drive wide then cut across the corners. The crashing Thwomps make for an even greater challenge.

**TWIN THWOMPS ③**

In the second Thwomp room, head down the far left side. To exit, aim for the gap between the closest Thwomp and the wall. At worst, you'll bounce through.

**OUTSIDE BET ②**

On the casinoway, take the outside lane for the fastest time, jump to the left of the black house. The inside lane is blocked by a brick wall!

**TOO-TIGHT TURN ④**

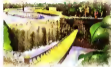
This curve curls around a stone wall. It's too tight to take at top speed, even with a power slide, but at least the power slide keeps your speed higher when you slide along the wall at the end of the curve.





Special Cup

The most challenging foursome of courses remains if you win your way to the Special Cup by placing in each of the previous cups. Prepare for pain!

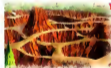


JUNGLE BUNGLE

If you stay off the course for more than a second, the denizens of the jungle will bait you with spiked outs. Don't bungle it—stay on course!

CUT IN THE DARK

In the tunnel, you can power-slide up the hill to the higher part of the track to cut it short. Start the slide when you see the torches on the wall above.



GRASS CUTTINGS

You can shave some time from your record or jump ahead of the competition by cutting across the grassy stretch just before the finish line. As you race up the hill, use a boost Mushroom when you see the sign. Invincibility also works.

A SPINY SITUATION

The middle tracks are laced with Spyns, which make you spin out like bananas peels do. The only thing you can do is find the straight line between them and go for it.

D.K.'s Jungle Parkway

Length: 893m

D.K.'s home track has a little of everything—meat-bank curves, a boosted jump, a tunnel—you can even be attacked. In spite of the narrow road, Karts can power-slide through many of the turns to maintain their speed.



PADDLE JUMPING

Jumping the river and the paddle-wheel steamer is easy, but landing right isn't. Stay on the left side of the basket, aim straight and jump.

When you land, power-slide to the left. By staying left, you'll miss landing off the course.



Yoshi Valley

Length: 772m

Definitely one of the toughest courses in the game, Yoshi Valley is a maze of crossing paths and dangerous drops. Even worse, there's a giant egg to track you up.



WHERE TO GO?

This is the big question. Take the inside loop for the fastest, but most dangerous, trip. The outside path may be easier, but it is slower. On the inside paths, you have tough turns and Spyns but fast times. Try them all to see which one suits you best.



EGG-CITEMENT

The giant egg spins around, blocking the entrance to the rope bridge. The position changes slightly from left to right, giving you side an advantage. Take it.



HOP THE STAR ①

In the stone house near the end of the course, you'll see a black wooden post. By pressing the R button, you can hop over the top of the star-shaped hole in the floor and bypass the turn around the post.

**Banshee Boardwalk**

Length 747m

The right-angle turns and lack of rails in many areas of Banshee Boardwalk can spell SPLASH! for unskary Karters. The top tip is to start your power slides early.

**JUMP SKIPPING** ②

Some of the sharp turns can be straightened out by hopping over the inside angle. Jump just as you reach the edge and don't try to clear more than a narrow span.

**BOO WHO?**

The Boos who haunt the boardwalk may get in your face, but don't let them ruin your day. They don't slow you down at all. Just focus through the Boo or to the side and you'll exorcise the ghost.

**Rainbow Road**

Length 2,000m

BWARE CHOMPS!

One chomp from a Chomp will ruin your race. Your only defense is to evade them. Watch them move in a zigzag pattern so you can anticipate where they are going. If you find one moving up a hill, though, it will come straight at you, so move to the side to pass it.

It's long, but the Rainbow Road doesn't stop you with dangerous curves. Instead, it will wear you out. One mistake gives your opponents a big advantage. If you stay clear of the Chomps, you should blaze.

**TITANIC TURNS** ①

The huge turns on the Rainbow Road are ideal for power slides with mini-boosts. If you make the complete loop and exit with a boost, you'll leave all of the computer opponents (and most human opponents) in your dust.

**MASTER THE MIRRORS**

If you're so hot that you can win the Gold trophy in each of the four Cup Tournaments, then you'll get a chance to prove just how great you really are. You'll be given the chance to race the mirror version of each course. That's a nice reflection on you.





Battle Arena

Now it's really time to earn your balloons. Battle Mode, for two, three or four Karts, takes place in one of four battle arenas. You each have three balloons, which can be knocked off or shot off with shells. The last driver with a balloon wins.



Big Donut

The round Donut arena is the simplest course, but it has dangers, too. If you have trouble finding your opponents, try hicking behind a brick wall or reversing direction.

COPE WITH THE SLOPE

The slope on the upper portion of the Donut arena is littered with ten boxes. This is a great place to drop bombs, but if you do, remember where you put them or else you might surprise yourself.



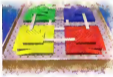
DONUT HOLE ①

Although you probably won't drive into the hole intentionally, you can bump opponents into it or leave a trail of banana peels that leads to its edge.



Block Fort

The Block Fort has more variety than the other battle arenas. You can drive around on three levels, ambush drivers from above, or even drop on them from the skyways. Watch out, though. You'll begin this battle face-to-face with your enemy.



RAMP IT UP ①

Ramps can be used defensively when you're in trouble with a red "flaming" shell on your tailpipe. Zip up a ramp and take the first sharp corner to the apex.



SHELL AMBUSH

For some lurchid fun, try cruising up to the top of a block tower with a lit red Shell. Watch your radar screen for a foe to appear below, then surprise him with a shot from out of the blue.



DROPPING OUT ①

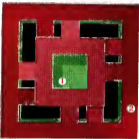
Foes aren't the only ones you can leave behind by jumping over the edge of the top deck. If a Red Shell is closing in, go over the edge, then reverse direction to lose it.

**GREEN AND MEAN** ②

Since Green shells bounce off walls until they hit a Kart, fill the lower deck with bouncing greenies. Just make sure that you don't wander into your own trap.

**Double Deck**

Actually, there are three levels to the Double Deck arena. The coolest thing about the Deck is that you can hop over the edge of the upper levels to reach the lower levels, thus leaving your enemies barboozled.

**SURPRISE ATTACK**

With so many right-angle corners around, you can make use of them by placing banana peels and bombs just beyond a corner. Karts who slip on a peel lose one balloon.

**Skyscraper**

The fourth arena is located high on the roof of a skyscraper. As you might expect, the biggest danger (besides your opponent) is falling off. Remember, speed kills.

**THE PITS** ②

Along the central pit and the holes between the inner and outer tracks, you'll notice slightly raised fences. At top speed, you can leap over these fences and jump your Kart over the pits to escape followers.

**DANGER BELOW** ①

Jumping over the side holes is tricky. Don't drive straight at them and jump because you'll speed right over the outer edge. To stay on track, approach and jump the hole at an angle.

**HOLD EM** ③

If you can hold your opponents on the outer track, you'll have more freedom to get items and attack from the inside. You can attempt this daring strategy by blocking the bridges with bananas and bombs.





GOLDENEYE™



IT'S FOR YOUR EYES ONLY!
NINTENDO POWER HAS THE
EXCLUSIVE DOSSIER ON THE
LATEST THRILLER FROM
NINTENDO AND RARE. JAMES
BOND MIGHT ONLY LIVE
TWICE IN THE MOVIES, BUT
YOU CONTROL HIS DESTINY IN
GOLDENEYE 007, A 3-D ACTION
GAME PROBABLY BEST SUITED FOR
MATURE PLAYERS. HERE'S YOUR
SNEAK PREVIEW AT THE N64 GAME
WITH ALL THE ACTION AND DRAMA
OF A MAJOR MOTION PICTURE!

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A VIEW TO A THRILL

Years ago the Soviet Union developed the GoldenEye satellites, devices designed to deliver an electromagnetic pulse over any battlefield. Now someone has stolen the satellite's computerized control cards, and the fate of the world rests on the shoulders of James Bond, British Secret Agent 007.

GoldenEye 007 is a 3-D action game with spectacular first-person graphics and sound, so real you'll be shaken and stirred. A dynamic range of background music and realistic graphics place you in

scenes of the world's most famous secret agent. The game's features mirror the action in the movie—even the faces of the actors have been texture mapped onto the characters. While we revisited an early version of the game, the graphic details were stunning and realistic—right down to the smoking, bullet pockmarks in the walls. The game also features an extensive weapons arsenal and cool spy gadgets. Whether you're a Bond fan or a 3-D game aficionado, you'll want this thriller in your sights.



WATCH THE CLOCK

A BRILLIANTLY IN-BOND A WRISTWATCH THAT DOES MORE THAN KEEP TIME. THIS VERSATILE TIMEPIECE HELDS TRACE OF YOUR MISSION INFORMATION. CONSULT YOUR WATCH FREQUENTLY TO KEEP AWARE OF NEW DEVELOPMENTS. CHECK OUT THE WRISTWATCH'S FUNCTIONS BELOW.



AVAILABLE WEAPONS

The Available Weapons screen provides a comprehensive list of the weapons or mines that you are carrying.

CURRENT WEAPON

The Current Weapon screen displays the weapon you've selected, your remaining ammo and your mission status.

CONTROLLER FUNCTIONS

You can reconfigure your controller functions and adjust the volume of the sound effects and background music on the Controller Functions screen.

MISSION STATUS

The Mission Status screen actually includes a complete dossier of all the information related to your mission. You can review your briefing with M, the latest gadgets from Q Branch, any late-breaking news from Money Penny and your Mission Objectives summary.



BACKGROUND

The Background information screen summarizes everything related to your current position and catches you up on the latest intelligence information.

M BRIEF

M outlines the reasons for your mission and your objectives. She may also advise you of restrictions or hazards related to your assignment.

Q BRANCH

Check the information file for a quick summary on how to use Q's latest contraption—and do try to return it in one piece.

MONEYPENNY

In addition to brightening your day with her biting sense of humor, Money Penny updates your information files with late-breaking news. She can also do research on clues you come across during your missions.

MISSION OBJECTIVES

Check the status of your work in the field on the Mission Objectives screen. You'll be notified of any unfinished business, like Neutralizing Security or Recovering Data. A flashing "INCOMPLETE" message appears next to any assignment that remains unfulfilled.

TOOLS OF THE TRADE

HER MAJESTY'S SECRET SERVICE HAS THE TOOLS YOU NEED TO COMPLETE YOUR MISSION. BUT THERE'S A TIME AND PLACE FOR EVERYTHING. YOU MIGHT BE THE MAN WITH THE GOLDEN GUN, BUT YOUR BEST ALLIES IN THE FIELD ARE STEALTH AND SURPRISE. IF

THEY DON'T WORK, YOU CAN ALWAYS PULL OUT THE HEAVY ARTILLERY. GOLDENEYE 007'S HUGE ARSENAL OF WEAPONS PROVIDES ENDLESS METHODS FOR GETTING THE JOB DONE AND GETTING OUT ALIVE.

The Rocket Launcher is capable of dispatching armored targets from a medium range. This weapon does not have a magazine.



ROCKET LAUNCHER



KNIVES

While silent, knives are effective only if your intended target is caught by surprise at a very close range. Bond will find both hand-held Hunting Knives and Throwing Knives on his missions.

A weapon still under development by Military Loss has improved its volume. Bond's Moorey is an adventure. The range is compared to other assault rifles.



LASER





The American-made
Comanche M1692
assault rifle has a
6,000 rate of fire and
can effectively
dispatch long-range
targets. The magazine has a
30-round capacity.



The Taser stun gun is
the most humane
weapon in the game.
The gun temporarily
incapacitates human
targets. The Taser
works only at close
range.

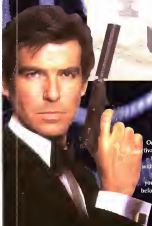
TASER



Once placed and
activated, the Timed
Mine detonates
within one minute.
It's best to plan
your escape route
before you activate
a Timed Mine.



TIMED MINE



AREAS

STOP WATCHING AND START WALKING. AS THE LEADING MAN IN GOLDENEYE AND YOU HAVE COMPLETE FREEDOM TO WALK THROUGH THE SAME LOCATIONS YOU SEE IN THE MOVIE BUT YOU MIGHT FIND SIGHT-SEEING EXTREMELY HAZARDOUS TO YOUR HEALTH.

THE ARKANGEL CHEMICAL WEAPONS FACTORY, U.S.S.R.

Nine years before the GoldenEye satellites were stolen, James Bond and British Agent 006, Bond's good friend, Alec Trevelyan, infiltrated and destroyed the Arkangel Chemical Weapons Factory. During the operation, 006 was captured and shot. Assuming that his companion was dead, Bond escaped from the burning factory. The game version of this facility is heavily fortified, and you'll need to find certain keys before you can reach the chemical weapons storage area.

SPACE WEAPONS CONTROL CENTER, SEVERNAYA, SIBERIAN RUSSIA

The Space Weapons Control Center in Severnaya, Siberia is the electronic nerve center of the GoldenEye operations and all of the other top-secret projects in the Russian Space Defense network. Xenia Onatopp and General Osovnikov, the corrupt head of Russia's Space Division, use the Tiger Helicopter to break into the weapons control center and steal five control cards for the GoldenEye satellites. While the security cameras identify General Osovnikov as friendly, they won't recognize you. If any of the cameras in the facility spot you, an alarm will sound and alert the guards.



THE FRENCH FRIGATE, LAFAYETTE

James stumbles on a plot to steal the Tiger Helicopter, a prototype stealth aircraft that is immune to all forms of electronic warfare, including electromagnetic pulses. Bond must board the Lafayette and stop the aircraft demonstration before Nemó Onestop, an ex-Soviet agent, can steal the Tiger. The floor plans of the frigate in the game are detailed and complete with narrow corridors, realistic lighting, and steep, grated stairwells. Cover is scarce to non-existent.



SPACE WEAPONS CONTROL CENTER, CUBA

Orumov may have destroyed the Space Weapons Control Center in Severnaya, but a secondary control center is hidden in Cuba. Bond must infiltrate the heavily defended facility and disable the computer system before the second GoldenEye satellite destroys London. This facility is the most heavily fortified structure in the game, complete with robotic gun turrets and M16-toting guards.

THE ST. PETERSBURG PRISON, RUSSIA

After escaping from Trevelyan's trap at the monument graveyard, James is apprehended by the Russian authorities. Bond tries to tell his interrogator about Orumov's crooked operation, but the general interrupts the interrogation, frames Bond for the murder of the interrogator and attempts to shoot 007. "For trying to escape." Bond has no choice but to flee the prison and seek refuge in the nearby archives. The layout of the archive rooms in the game replicates the floor plan used in the movie.



STATUE PARK, ST. PETERSBURG, RUSSIA

Looking for clues, Bond arranges a meeting with the mysterious underworld weapons dealer named Janus. Janus agrees to meet with 007 in the dark shadows of the Soviet Union's forgotten monuments. During the meeting, Bond discovers that Janus is actually Alec Trevelyan, formerly Agent 006, the man he felt for dead in the Arkangel Chemical Shipyard. Trevelyan intends to make sure Bond won't reveal his secret or his connections to General Orumov. The monument graveyard is a macabre and forbidding maze of statues, with unseen dangers lurking behind every chunk of broken marble.



N64 CONTROLLER PAK: MOBILE MEMORY!



YOU CAN'T BRING TWO VIDEO GAMERS TOGETHER WITHOUT SOME—ONE PROPOSING A FRIENDLY COMPETITION—THAT'S JUST THE NATURE OF THE GAMING BEAST.



NOW YOU CAN GET A JUMP ON YOUR OPPONENTS EVEN BEFORE YOU STRUT IN THE DOOR. WITH AN N64 CONTROLLER PAK, YOU CAN CARRY YOUR BEST LAP TIMES, HOTTEST TEAM STATS, BADDEST CUSTOM PLAYERS AND MORE, RIGHT IN YOUR POCKET, READY TO TAKE ON ALL CHALLENGERS!



TAKE IT ON THE ROAD

Since the dawn of video games, players have been on a never-ending quest to post the highest scores, the best performance stats and the most wins for every game they could get their thumbs on. Competitive

spirit was expected, and where games gathered, you knew there would be challenges aplenty, complete with tales of their "homic scores/rofl character on any Pak at home that would blow yours away!" Now with the N64 Controller Pak, you can put your money where your mouth is!

What is the N64 Controller Pak, you ask? To put it simply, the NCP consists of a



TAKE YOUR PAKS ON THE ROAD AND BLOW THE COMPETITION AWAY!

MEMORIES ARE MADE OF THIS

Game Paks use static RAM chips to store all sorts of temporary or rewritable information, including save files and the title, and the N64 Controller Pak uses the same kind of memory chips for its save functions. Super NES Games were generally equipped with 64k or 128k RAM chips, while the NCP uses a 256k chip. While this may not seem like much RAM in this day and age, it's more

than enough for the job. Even if future games demand more storage capacity, Nintendo engineers assure us that it would be quite simple to upgrade the NCP to one, two, three or even four megabits of RAM! So how much is 256k worth in practical gaming terms? The NCP actually measures and displays its storage space in "pages," and you can fit up to 123 pages of data on one cartridge. Most games will require no more than 100 pages per save file, and you can have up to six save files on one NCP. You can't save data from the same game to more than one memory slot (for example, if you've copied your *Ki Gold* data to the first save file, you can't copy *Ki Gold* data to the second save file, even if it's from a different game Pak or a different point in your game), but you'll always have the option to update or erase the data that's already there.

ALL-STAR LINE-UP

If you're probably wondering which current games are compatible with the N64 Controller Pak. As of this writing, *Mario Kart 64*, *Wave Race 64*, *Crosser USA*, *3D Gold*, *Wayne Gretzky's 3-D Hockey* and *NBA Hangtime* are all confirmed as NCP compatible. *Star Wars: Shadows of the Empire* was originally planned as an NCP compatible title, but this option was dropped just prior to the game's release. More NCP compatible titles are currently in development, including Nintendo's space mission adventure *Starfox 64*, now scheduled for a spring release.



MOVER AND SHAKER

If you need last month's Shockbox exclusive, that you know that another N64 accessory that's causing a stir is the so-called "tutor" or "jumping" Pak. Now referred to as the Force Pak, this accessory is a bit larger than the NCP, but it also plugs into the N64 controller port. Designed with action games in mind, it shakes whenever your character or vehicle gets hit by enemy fire or runs into obstacles. The jolting action is created by a small, spinning motor. Because the shockwave of a beat-up character is a pain, simulating the shockwave of a beat-up or a huge explosion. The Force Pak's motor design is actually very similar to the type used in players that vibrate to let you know when a message is coming through. The Force Pak has just gotta be play tested by Nintendo evaluators.



PACKING YOUR PAKS

TO GIVE YOU A BETTER IDEA OF WHAT YOU CAN DO WITH YOUR N64 CONTROLLER PAK, WE'VE OUTLINED THE SAVE OPTIONS FOR SIX NCP COMPATIBLE GAMES BELOW. WE'VE DRAINED OUR BRAINS TO FILL OUR PAKS WITH OUR BEST RECORDS. IF YOU'D LIKE TO WIN AN NCP LOADED WITH OUR HIGH PERFORMANCE STATS, JUST SEND US A POSTCARD. IF WE DRAW YOUR NAME, YOU WIN AN NCP PACKED WITH POINTS FOR THE GAME OF YOUR CHOICE!



CRUIS'N USA

Pages per Save File: 7

N64 Controller Pak Save Options: Save your track records, including the cross-country run, controller button configurations and vehicle upgrades.

Prize Pak: This prize Pak will contain a completed cross-country race and the fastest version for all the basic vehicles, including the '63 Muscle Car, the Lt Bomba, the Devastator VI and the Italia P69. Use our revved-up road warriors to set your own land speed records and make it to the Cruis'n USA Hall of Fame!

NBA HANGTIME

Pages per Save File: 7

N64 Controller Pak Save Options: Save your personal win/loss record and stats. This save option works with default NBA players and custom players that you create. The Pak will also save custom players' accumulated skill points and special option settings.

Prize Pak: This prize Pak will contain one custom player with totally maxed-out attributes. You'll be able to break this player to your exact specifications. Three-pointers like you? Check! Block shots like you're a brick wall? Check!



MARIO KART 64

Pages per Save File: 121

N64 Controller Pak Save

Options: Save up to two "ghost mode" time trials. You can challenge a ghost race or replay of the saved trial!

Prize Pak: This prize Pak will contain three time trials for two of the toughest tracks. Race bumper-to-bumper with Nintendo's best!



KI GOLD

Pages per Save File: 3

N64 Controller Pak Save Options: Save the special options up to Level Three. The special options are normally available after completing the training mode on different difficulty levels.

Prize Pak: This prize Pak will contain all special options through Level Three, including Throw Damage adjustment, Easy Breakers, Invisible Tag, Aerial Camera, Full Super Sit, Full Breakers, Powered Finishes, Missiles, Fast Freebells, Auto-Double on/off and the too-cool-Look, White and Shadow uniforms! You'll be able to put a big smack down on your opponents and look cool doing it!





WAYNE GRETZKY'S 3-D HOCKEY

Pages per Save File: 7

N64 Controller Pak Save Options: Save your season progress and career stats, including your records against all teams in all divisions.

Prize Pak: This prize Pak will contain a full, 82-game winning season with Wayne Gretzky and the New York Rangers, right up to the NHL playoffs. All the in-your-face action of the playoffs will be yours to savor!



OFFICIAL GIVEAWAY RULES

No purchase necessary. To enter give your name, address, telephone number, your choice of one of the six N64 Controller Pak prizes, and the name(s) to the prize package. "Use many pages of data can be N64 Controller Pak info" and "3-D" is a valid nickname for the information in "3-D".

One entry per person, please. All entries must be postmarked on or before March 1, 1994. We will randomly draw for winners based on our usual March 14, 1994, drawing schedule. Prizes are awarded to eligible entries. By entering this prize, entrants consent to the use of their names, photographs, and/or likeness for the purpose of advertising and/or game play materials of "Nintendo Power" magazine and Nintendo of America for 800 without further compensation. Prizes are limited to one per household. Duplicate entries will be discarded. The total number of entries received for each prize is guaranteed. All prizes will be awarded. To receive a list of winners, send your request to the address in the right of the March 1994.

Grand Prize: Ten (10) of the winners will receive one N64 Controller Pak of their choice. Prizes from the side team are also available. Estimated total value of all prizes is \$600. Some restrictions apply. Void where prohibited. Nintendo Power is published by New Line Games (an imprint of Sega). All other areas agree with Sega's terms of service. The copyright is held by all rights in the Nintendo Power magazine. All rights reserved. Nintendo Power is a trademark and registered trademark of the Nintendo Game Boy.

N64 CONTROLLER PAK: MOBILE MEMORY!

WAVE RACE 64

Pages per Save File: 2

N64 Controller Pak Save Options: Save your race and stunt records, progress through the racing circuits, controller and custom rider configurations. Data from an NCP can be combined with data on a game Pak to produce a new, unified set of records and rankings!

Prize Pak: This prize Pak will contain a full set of open courses, including the Hard, Expert and Reverse level courses, plus a roster of custom riders set to our expert specifications!



THE GREAT N64 CONTROLLER PAK BRAIN DRAIN GIVEAWAY

TEN LUCKY WINNERS WILL RECEIVE ONE PRIZE PAK OF THEIR CHOICE. WRITE DOWN YOUR PICK OF THE PAKS ON A POSTCARD AND SEND IT IN. IF WE DRAW YOUR NAME, YOU WIN! CHOOSE FROM THE PRIZE PAKS BELOW:

- **Cruisin' USA Prize Pak:** The fastest versions of all four basic cars!
- **Wave Race 64 Prize Pak:** A full set of open courses, plus all riders customized to our expert specifications!
- **All Gold Prize Pak:** All options through Level Three, including the special Gold, White and Shadow uniforms!
- **Mario Kart 64 Prize Pak:** Record-setting ghost guide time trials on two of the toughest courses!
- **Wayne Gretzky's 3-D Hockey Prize Pak:** A full, 82-game winning season with Wayne Gretzky and the New York Rangers!
- **NBA Hangtime Prize Pak:** One custom player with mixed-out attributes!

SEND YOUR ENTRIES TO:

Nintendo Power
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STAR WARS

SHADOWS OF EMPIRE



In this, the climactic sequence of Nintendo Power's presentation of Dark Horse Comics' *Shadows of the Empire* graphic novel, the treacherous Prince Xizor meets his destiny. Dark Horse Comics has created graphic-novel adaptations of all of the films in the Star Wars trilogy. An all-new graphic novel adaptation of *Star Wars: A New Hope* has recently been released with artwork by long-time Star Wars artist Al Williamson. This Special Edition includes scenes from the movie rerelease, including the encounter between Jabba the

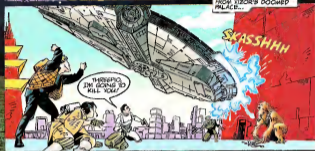
Hutt and Han Solo. To explore the new theatrical releases of the other films in the Star Wars trilogy, Dark Horse will also release Special Edition graphic novels of *Star Wars: The Empire Strikes Back* and *Star Wars: Return of the Jedi*, both of which will contain bonus art work for Star Wars fans. You can find these Dark Horse Comics at your local comic book specialty store (phone 1-800-266-4225) or find a store near you or you can order direct directly from Dark Horse by phoning 1-800-662-0072.



MOTHER OF MACHINES!! HERE THEY COME!

DUCK!

LIKE SKYWALKER AND HIS FRIENDS HAVE LESS THAN FIVE MINUTES TO ESCAPE FROM VIZOR'S DOOMED PALACE...



THREPID, I'M GOING TO KILL YOU!

SKASSHHH



I'M TRYING TO MASTER THESE CONTROLS AND SOMEWHAT SENSITIVE.

OUT YOUR DRIVERS BRING IT IN ON THE REPLICATORS ONE-2!

SLEEP SLEEP SLEEP



THAT'S AS GOOD AS HE'S GOING TO GET!! GO, GO, GO!

CRUNCH



LET'S GET OUT OF HERE!



THANKS FOR THE RIDE, LUKE.

HEY, HEARD YOU MUST TRACK. GET THOSE HANDS FREE, UP!



YOU OUGHT TO GUSH ON WITH THE ALLIANCE. DASH, YOU'RE A GOOD MAN, WE COULD USE YOU.

THANKS, BUT I'M NOT MUCH OF A JOINER. RECKON I'VE DONE MY BIT IF YOU'RE REALLY HURD YOU CAN PROBABLY HANDLE THINGS ON YOUR OWN FROM HERE.

THANKS FOR THE NOTE OF CONFIDENCE.



WHY DON'T YOU COME WITH US FOR COMPANY?

LINDO THE GUNS!



UNWARRANTED CONFLICTS AND YOUR FIGHTERS INCOMING!

THOSE AREN'T IMPERIAL SHIPS, WHO ARE THOSE GUYS?



LOUD SHOOTING DASH!





WE'VE GOT TO BE MAJOR'S SHIP!

WE GOT TWO REBELS DOWN!

WHERE DID HEINZ REFERAL THE FIGHTERS INWARD BOUND—A DOZEN AT LEAST!

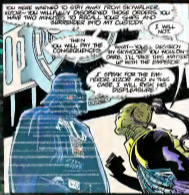
I WONDERED WHEN THEY'D SHOW UP! LOOKS LIKE THIS IS THE END.



THEY'RE FIRING ON OUR ATTACKERS!



...LORD VADER!
WHY IS THE IMPERIAL
NAVY ATTACKING
MY SHIP?



YOU WERE WARNED TO GET AWAY FROM SKYWALKER, KIZOR-- YOU WILL FULLY DISOBEY THOSE ORDERS. YOU HAVE TWO MINUTES TO SURRENDER YOUR SHIP AND SURRENDER INTO MY CUSTODY.

I WILL NOT.

THEN YOU WILL PAY THE CONSEQUENCES.

WHAT-- YOU'LL DISOBEY MY SKYWALKER? YOU WOULDN'T OBEY. I'LL TAKE THE MATTER UP WITH THE EMPEROR.

I SPEAK FOR THE EMPEROR, KIZOR. AND IN THIS CASE, I WILL RISK HIS DISPLEASURE.



NO REMAINS WERE BLAZED BY LORD-- HIS FLUET IS BEING CELEBRATED, BUT PRINCE KIZOR REMAINS SILENT...



CARRY OUT MY ORDERS, COMMANDER.

"DESTROY THE
SKYHOOK!"



OH, WHY!
SOMEBODY GOT ON
SOMEBODY'S WRONG
SIDE!

WE'VE JUST
DESTROYED LAS AN ESCAPE
HTCHA! NOBODY'S GOING
TO FOLLOW US THROUGH
THAT WRECKAGE!



HEEHA!
GO FOR
IT, RICK!





LOOK OUT,
DINK!



NURRR!

THOSE GUYS
HE ALMOST
MADE IT
TOO!



SO IF ALZOR WANTS
THE SPACESHIP I GUESS THAT
PUTS AN END TO BLACK
SUN TRYING TO HAVE
LUKE KILLED



AND I DOUBT THAT
WIDER WANTS ME DEAD.
WHY I'LL DEAL WITH
HIM WHEN THE TIME
COMES!

SO WHAT
ARE WE GOING
TO DO NOW?



GET MOVIN'!

THE DEAD...



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Nintendo Power goes where no magazine editor or gamer has gone before into the mist of the first finished stages of *Turok: Dinosaur Hunter* from Acclaim. Join our Jurassic journey as we explore the Lost Land where raptors feed on the innocent and dimensional portals bridge the gap between time and space.

TUROK

DINOSAUR HUNTER

EXPLORING THE LOST LAND

The first look at several of the new levels that, when linked together, will make up the entire, one-of-a-kind, high-powered

adventure. In *Turok*, you'll be able to use a knife. The left side of your screen is split, so that when you're in a fight, the left side shows the character's health and ammo. The right side shows the character's position in the world. You can also see the character's position in the world. You can also see the character's position in the world.



action. The game is set in a prehistoric world where you'll be able to use a knife. The left side of your screen is split, so that when you're in a fight, the left side shows the character's health and ammo. The right side shows the character's position in the world. You can also see the character's position in the world.

ten of hints and secrets, but the real reason *Turok* is going to be a hit is that you just haven't lived until a dinosaur has thrown an axe at your head.

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WANTED DINOSAUR HUNTER

Turok hails from a long line of hunters whose tragic exploits, in keeping the hordes of the Lost Land locked up, have been chronicled by the Turok comic book series from Acclaim. Dinosaur hunting is one of those jobs that doesn't get many volunteers. What does it take? You'll explore the 3-D terrain, defend yourself from attacks, pick up weapons, health, keys and other items, and secure the best

routes and strategies. The game's worlds contain an abundance of puzzles, puzzles that combine to create some of the most mind-bending puzzles you'll find in any game. In addition to making up interesting puzzles, the game also includes 3-D and 2-D puzzles. Finally, you can use a Controller or the mouse and keyboard to play the game.



Deal with the game's 3-D puzzles, puzzles that are more complex than the 2-D puzzles you'll find in most games. The game's puzzles are designed to be solved by the player, and the game's puzzles are designed to be solved by the player. The game's puzzles are designed to be solved by the player.

The game's puzzles are designed to be solved by the player. The game's puzzles are designed to be solved by the player. The game's puzzles are designed to be solved by the player.

LET THE CAMPAIGN

So, what's all the fuss about the Lost World? It seems that Tusk's arch-enemy, the Campaigner, is collecting the scattered pieces of a fabled device known as the Chrysopter. This powerful, ancient weapon will allow him to escape from

the Lost World into dimensions where real possibilities. You'll have to use all of your cunning (and the occasional nuclear grenade) to keep Campaigner's genetically enhanced theropods from doing on your behalf. There's a jungle of what lies ahead.

THE ARSENAL OF FREEDOM

What is this year's well-supplied, team-dimensional hero looking for in a good weapon? Nukes are a little rocky are out. You'll begin your adventure with traditional weapons—namely, a knife and bow. Next, you'll find a semi-automatic pistol and a shotgun with standard and exploding shells. The assault rifle makes quick work of charging raptors, but the automatic shotgun is even better. If

you really want to leave a lasting impression, pick up the grenade launcher or the pulse rifle or sniper gun. And if your taste in destruction leans to the exotic, we recommend a captured alien weapon: the five-level particle beam. Besides the quasi-scorpion launcher or the fusion cannon, which takes a couple years of your precious funds, you can collect pieces of captured weapons for the rest of the end of the game.



THE JUNGLES BACK HOME WEREN'T LIKE THIS

When you appear for the first time in the Lost World, you are greeted by the growling of raptors, drums and the distant roar of unseen carnivores. The monkeys screech for cover in a pale tree below you. Your first objective is to grab some basic weapons and upgrade your health. Move before the roaring raptors track you down. Besides, you can find a pistol, a shotgun and an alien beam when they point. Then prepared, head out to explore the wilderness, using the map to spot dangers long in advance ahead.



WELL AND TRULY WARPED

These shimmering portals usually appear for several seconds then fade away, only to return a few moments later. But unlike those in most games, the warp zones in *Turok* don't necessarily lead to the same destination each time. The new location may have useful items for you to collect, but you may also be greeted by enemies or other dangers.



KEYS TO THE FUTURE



Ending your way in the past can be a useful way of collecting your items, but it also has a few drawbacks. The warp zones in *Turok* are often located in dangerous areas, and you may find yourself in a situation where you're stuck in a loop, unable to progress. It's a good idea to save your game often, so you can explore areas far which you can't reach. It's a good idea to save your game often, so you can explore areas far which you can't reach. It's a good idea to save your game often, so you can explore areas far which you can't reach.

UNDER WATER

While swimming through a fish-infested jungle, what could be better than a refreshing dip? As *Turok* discovers, the lakes and streams of the Lost Land are no escape from harsh reality. You may find them to be a great way to rest, but you are likely to find your kind to be the fish.



SWITCHES

Keys aren't the only way to open up new areas of *Turok*. Carefully designed levers and triggers might be activated by great guns and bombs. In some cases, *Turok* must discover the "wrong" mechanism, while in other cases, the challenge is in reaching it.



I DREAM OF GOOMBAS

Time was when a video game hero just had to stomp and slooily moving mushrooms to make it big. Herok must really miss those days, the enemies he faces have frighteningly sophisticated tracking and ambushing abilities. They use peripheral

vision and they can hear you creaking through the brush. Not only are the bosses smart, they are tough. In the final stages, nothing short of a nuclear blast will take 'em down, had boys with one shot.

DINOS

Reptilians take many forms, from the quick raptors in the first area to the lumbering, a round-necked ones in the final stages. In between, you'll find everything from mechanically enhanced theropods to giant insects. A steel-jawed T-Rex, for instance, can climb through your Health Meter in no time flat.



NATIVES



The Lost Land is home to many cultures, including the nomads armed with pony spines and other ingenious weapons. Since you're a big ol' with a big gun, they should process no problem, except that their (swirly) weapons appear suddenly out of unexplained portals.



COMMANDOS

It's hard to say just where these toothed troops are from, but the Commandos are corrupted thugs for hire, and people. Some of them wear riot gear, which is only there for protection in front of their die-hard expressions.



ALIENS

The Lost Land connects dimensions of time and space, so it should come as no surprise that extraterrestrials also wind up there. The alien creatures take several forms, from rock-crawling cave lizards to giants with pseudo-limbs. None of them is pretty, and all of them are vicious.



MECHANOIDS

Most robotic enemies also appear out of the ether. These mechanical minions are a fairly high-tech, sci-fi species, and they can think as good as they are. The hardest of these appear in the later stages.

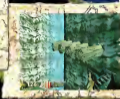


THE ROAD AHEAD

Turok's journey goes on and on through eight huge stages, and each stage is an adventure in itself. Taken all as one, Turok may have more actual play to cover than any other game. The gallery below will give you just a taste of it all.



Turok reaches the ruins of a long-abandoned city.



While the suit ferries, Turok escapes the mire with the help of his trusty ally, Dylis.



Increasingly difficult opponents in the game's later stages must be met with increasingly powerful armaments. In the screenshot below, Turok faces an alien foe that can only be defeated with lightning bolts and quad-bowling machines.



By the time you read this preview, your dedicated Power gamers will be wiring files into the completed version of Turok. That's when you'll be able to pick up a copy of Turok: Dinosaur Hunter for your N64. In the meantime, we recommend daily finger exercises and a diet of raw gravel. You'll need to be flexible and tough if you hope to come through the Turok experience in one piece. Otherwise, instead of dropping dinosaurs, you'll be dinosaur drop...well let's just say it won't be a pretty picture.

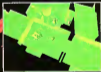


STAR WARS SHADOWS OF THE EMPIRE™

Last month, we took you on a strategic tour of Star Wars: Shadows of the Empire and showed you our laser-hot tips for getting past all of the major obstacles in the game. Destroying Prince Xizor and Black Sun, however, is just one facet of this 64-bit jewel. Come back with us to that galaxy far, far away, as we reveal the secret locations of all the Challenge Points and show you how to access the best game cheats this side of using the Force!

COME OUT, COME OUT, WHEREVER YOU ARE!

There are four codes we know of so far for *Shadows of the Empire*. To access them, you must complete the game and get all of the Challenge Points on each of the difficulty levels. If you beat the game on Easy, you'll gain access to a 3-D mapping device called the Loozo Scanner; beat it on Medium, you can pilot an X-Wing or a TIE fighter in the final stage; beat it on Hard, you'll get a weapons and invincibility code; beat it on Jedi, you'll be able to call a herd of friendly wompas to help you! Even if you know a particular code, you must complete the game and obtain all the points on the specified difficulty level for it to work. The chart at right shows how many points are in each stage. Get out your blasters and get cracking!



C.P. STAGE
CHARTBATTLE OF
HOTH

3

ESCAPE FROM
ECHO BASE

10

THE ASTEROID
FIELD

6

ORD MANTELL
JUNKYARD

12

GALL SPACE-
PORT

15

MOS EISLEY AND
BEGGAR'S CANYON

12

IMPERIAL FREIGHTER
SUPROSA

10

SEWERS OF
IMPERIAL CITY

9

XIZOR'S PALACE

10

SKYHOOK BATTLE

0

BATTLE OF HOTH

Gain three Challenge Points in the Battle of Hoth by downing the Imperial AT-ATs with your tow cable. It's possible to bring them down with your Masters, but you won't earn points that way. Fly in close to a walker's legs and press the bottom C button to fire your harpoons. Loop around the walker's legs several times (stay very close) to bring them up.



Loop around the battlefield and close out the second walker (AT-AT) and you'll receive three points for your harpoon strategy.



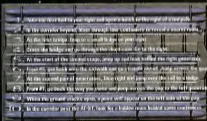
You can fire the tow cable from the chase plane view, but once the harpoon connects, you'll switch to the remote-ctrl view.



You'll receive a message saying you've passed a Challenge Point, then the screen will switch back to the chase plane view.

ESCAPE FROM ECHO BASE

In the "commando" stages, Challenge Points are represented by winged icons (usually the Rebel Alliance emblem) that you must find. These icons are scattered throughout the stages, sometimes hidden, sometimes in plain view, and they're often very tough to collect. While some are just hidden in back corners, others require you to make dangerous leaps or perform other acrobatic feats. There are ten points all told in this mission.

7th-8th

These generators are beside the main path beyond the generator control room. There are ledges on the left (see point #6) that lead back up to the network.

9th

Hang back over the entrance to this corridor and wait for the Challenge Point to emerge from the left wall. Collect it as soon as it appears and then run for the exit. Don't the receive gun, if you have it, is silent and the visiting Stormtroopers.



THE ASTEROID FIELD

The Challenge Points in this second flying stage are represented by six red asteroids that appear at random during the battle. Destroy each one with your lasers or missiles to gain a point. Get rid of them as quickly as you can because they'll soon float out of range of your weapons and disappear into the asteroid field.



ORD MANTELL JUNKYARD

Timing and coordination are everything in Ord Mantell Junkyard. Many of the Challenge Points are suspended in midair along your route, and you'll only get one shot at them. When you battle IG-88, we recommend gathering the Challenge Points in the order we've stated below, but this is not the only viable strategy plan. A lot will depend on how good you are at dodging IG-88's blaster fire!

1. The first point appears in midair, right at the start of the stage.
2. The second point is above the left side of the first barrier.
3. The third point is above the right side of the first barrier.
4. Look inside the first train car with walls. It's a jump to the left track!
5. The point appears in midair, after the left track drops into the lower section.
6. When the train begins, jump to the second track. Look in the last car in line.
7. From #6, jump to the next car, go up the stairs and across to the back.
8. From #7, jump on the next car. Look above the low wall.
9. On the second-to-last train, look on the right side of the low wall.
10. In the middle with IG-88, look up on the pile of junk on the left.
11. From #10, jump onto the overwalk and go in the right to the first segment.
12. Go up the cat hatch and to the right. Run up the ramp and into the next section.

7th After you pick up point #6, you'll see point #7 above the rear of the next car. Climb onto the roof. Stand back from the edge where you jump, or you'll overshoot the target! Use a rocket away works well.



10th, 11th, 12th

If you prefer a different route, you can collect points #10, #11 and #12 in any order. In the screenshot above the "hook" wall on your right and behind you at the start, Challenge Point #10 is easily reached above the machine part, and the shield is on the ledge next to the exit level. You can use the shield to grab points #10 and #12 quickly and safely, or you can time it for your battle against IG-88.



GALL SPACEPORT



Your jet pack is the key to finding many of the Challenge Points at Gall Spaceport. In some cases, you'll have just enough fuel to reach your goal before your jets sputter and die. You may have to make some trips in two stages, just to be safe. "Pulse" your jets to maintain forward momentum without wasting fuel; continuous thrust will make you go higher but not necessarily faster. You should also fly in as straight a line as possible. Even small wobbles will waste fuel. Saving fuel is especially important when going after point #8.

1. Exit the doorway and go to the right. Jump up the rocks to get on top of the ship.
2. After the first passage, look for a rock tower at the end of a narrow path.
15. Inside the tower, look for a point in a niche. You'll need to get on the jet pack first.
4. After you get the jet pack, fly up to the top of the tower you found it in.
5. From #4, fly out to the first rock tower. Leap diagonally up and to the right.
6. As you take the first path you'll fly, jet down the cliff to a small room.
7. From #6, go up the cliff and then to the cave mouth. Fly up and left to a ledge.
8. When the jetty rocks fly across the chasm, fly forward and slightly to the left.
9. After you've lost the jet pack, look around the chasm, upgrade the jet with fuel.
11. Enter the air shaft. Fly between the fan blades in the first vertical shaft.
12. When you reach the large, round chamber, look up and left from the entrance.
13. Do the second ferry ride. A point will appear when the second probe dived.
14. Look high above the shuttle bay's parked in the second landing bay.
16. When you reach Baba Fett, run to the gap in the wall and jet down the tower.
17. From #16, go around to the other side of the tower. Jet down the cliff to a platform.



6th, 7th

Just after the second stage begins, you'll find a large cave where you'll board an anti-grav ferry. Before you leave, jet to the ledge ahead of and below you, then turn and face the cave. (These doors exist; you find a small room and pass #6. Jet back up to the ledge. Go to the cave mouth and jet forward, up and left to find point #7.



8th

Get on the rock platform and stand on the end of the beam on the left. Place slightly to the left and take off. As you fly towards the ledge across the chasm, pulse your jets and try to maintain an effective path above it.



15th

From #14, jump down to the ground and run around to the other side of the tower. If you peek over the cliff, you'll be able to see the edge of the platform below. Pile down to pick up point #15. Fly back up to the cliff edge. Let your jet pack recharge, then fly back up to the tower.



IMPERIAL FREIGHTER SUPROSA

The freighter's cargo bay doors are controlled by the switches on the walls. We've labeled the switches and doors in the photos at the bottom of the page to make finding points easier. The photo showing the Cargo bay doors (numbered 1-16) is the view from the entrance to this area.

3rd Not far into the second stage, you'll find the first set of revolving doors. The point is behind them, between the back left door and the wall. Try to run along between the panels as they revolve. It's nearly impossible to do this without taking damage, so just keep your head down and run!



1. Go through the first door and turn left. Walk to the back corner of the platform.
2. Turn right after the first set of doors and blast the tripod-mounted laser.
3. Search the back left corner behind the first set of revolving doors.
4. Jump on the line until above the second set of revolving doors.
5. Drop the second door, jump on the wall above behind the revolving platform.
6. From #5, jump to #7 across the space to the next revolving door.
7. In the cargo bay, shoot open a container in bay M from below.
8. In the cargo bay, shoot open the container in bay B from below.
9. In the cargo bay, shoot open the container in bay A from below.
10. When you finish the roller door, look behind the stack of crates.

4th You'll see point #4 before you reach point #3, but you can't collect #4 until you go through all the revolving doors and get into the room on the other side of the wall. Stand at the top of the little slope next to the door and jump onto the wall.

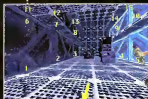


Switches A-M are near the elevator doors, while switches A-1 are on the opposite side of the chamber.

7th Point #7 is hidden in a cargo container in bay W on the second level (the bay above and to your right as you exit the elevator). Press switch M to open the door.



DOOR NUMBER - from left hand side



ENTRANCE

8th Point #8 is located in bay B. Pressing switch M will also open this chamber: From the elevator, go up to the second level as you left and walk all the way down to the end.



9th Point #9 is located in bay W. From the elevator, go up to the third level as you right and open the riddle door. This is a normal door, so you won't need to press a special switch.



SEWERS OF IMPERIAL CITY

Finding the Challenge Points in the Imperial sewers is easy; staying alive long enough to collect them—that's hard! Your biggest worry will be navigating for long periods underwater. Not only do you have to watch your jet pack's fuel, you'll also have to worry about your air supply and the long-tailed demons that are looking for a tasty lunch!

1st This first point is easy to find, if you know where to look. Follow the path from the start until you reach the second long tunnel. You'll soon see this alcove on the left, just before the second "water wheel." Press the wall to reveal a secret chamber.



- 1 Look for a sign above the far left part before the second opening where.
- 2 From the entrance to the first large pool, look under the platform to the left.
- 3 Follow the pipe out of the pool room. Catch water in the next chamber.
- 4 Fly to the top of the next shaft (the one with many platforms) and follow the tunnel.
- 5 From the hole leading to the shaft, drop down and slide in another tunnel. Follow it to the next shaft. Drop all the way down to the bottom and follow the tunnel.
- 6 Go through the doorway and dive down to the far left corner of the pool.
- 7 Swim through the long tunnel to the next chamber. Look near the corner post.
- 8 Follow the water to the next room. Search for water for a look in the corner post.
- 9 Just past the corner post find an area with walls and a corner post made of brick. Look on the right side of the post to find above your head for a set of keys.

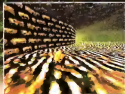
2nd

When you come to the first large pool, stand on the platform near the entrance. Steed back and destroy both *Degegos* before you enter the water. Jump into the water and look under a platform in the left, see the corner of the pool.



6th

After you find the security key follow the pipe out of the "pool" room and search the mural, backtrack to the pool and open the security door. Dive into the pool beyond and look in the far left corner (watch for another hungry *Degego*). Come up for air, then go to the far right corner to find an underwater tunnel to the next area.



XIZOR'S PALACE

Xizor's Palace is a deadly warren of twists, turns and traps. If you're not careful, you could become stuck while trying to obtain some of the points here (especially #3 and #6). In those cases, you'll have no choice but to reset your game and try again!



1st This point is easy to find but equally easy to overlook. In the room at the end of the curved hall, hit the switch on the upper level. This opens not only the exit door, but also a very well camouflaged door in the wall behind you.



2nd Hit the wall switch to open the first elevator, but don't hit the switch inside it. Fly up the elevator shaft and activate the switch on the level above. This will make the elevator go down to a hidden lower level.



- 1. In the chamber at the end of the curved hall, hit the switch to open a secret passage.
- 2. When the first elevator opens, fly up and hit the upper switch, then fly down.
- 3. Jump off the end of the hallway and go to the far right corner trap to a hidden room.
- 4. At the start of a long hall, hit the first switch, then fly up the elevator shaft in the first set of stairs, and activate the switch on the level above.
- 5. From the space elevator, look south for point #6. Activate the switch and fly up to the next level. Go up between the first and second elevators.
- 6. At the space elevator, look for a hidden room on the first level in the corner hallway.
- 7. At the space elevator, there's a small hole in the control panel, near the bottom.

Tip: After you hit the wall switch, follow the wall tunnel to where a door opens to the hallway. Go up to the left to find the room.

3rd From point #2, fly back up the elevator shaft to the top level and follow the hallway around. Activate the first bridge and cross over to the next ring. Follow the hall to the right and go up to the next level. Hit the switch to activate the second bridge. Come back down and walk onto the bridge. Jump off and go to the far right corner. Fly up to a hidden room to find point #3!

5th Jump below the gear and pivot to the left. There will be a small alcove a few steps ahead and to the left. Don't let the gear swing you to the other side of the hole or you'll be trapped!

6th At point #5, press the back wall to open a hidden panel. Follow the tunnel and fly up and right to collect point #6. This is the point you could see from the windows near the beginning of this stage.



GOLDENEYE

The background is a fiery, orange and yellow gradient. At the top, the word "GOLDENEYE" is written in a large, bold, yellow, serif font. A red orbital ring is positioned around the letter "E". Below this, the number "007" is rendered in a large, 3D, red, metallic font. Two small jet aircraft are flying through the loops of the "00". To the right of the "7", there is a small "TM" trademark symbol. In the center, a man in a dark suit is running towards the viewer, with a bright, glowing aura around him. At the bottom, the text "COMING SOON TO THE N64 FROM NINTENDO" is written in a bold, white, sans-serif font.

COMING SOON TO
THE N64 FROM
NINTENDO

NINTENDO





NINTENDO
POWER

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MOS EISLEY AND BEGGAR'S CANYON

Taking out the swoop gang is your first priority. If you speed too much, time halting for points, they'll reach Luke first and do him in. Remember that the stage doesn't end until you go all the way to Ben Kenobi's old house. Once the would-be assassins and hitmen, you'll have all the time you'll need for collecting points.



- 1 Jump diagonally right off the first ramp onto the roof of a low building.
- 2 In the place just past the first ramp, look to the left side of the attached alley.
- 3 Jump diagonally right off the second ramp onto the roof of a low building.
- 4 From #3, jump across the street to the opening and then to the point.
- 5 From #4, follow the main path and turn right at the building with the black stripe.
- 6 Follow the black stripe back around the front of the building to another alley.
- 7 Go back to the street. Turn left into a small alley just before the second ramp.
- 8 Look for another building with a black stripe and follow the alley to end it.
- 9 Stop going until you hit trees. Follow the outside wall around to the left.
- 10 Make a high jump above the first surface the pit connects.
- 11 Make a high jump above the second surface.
- 12 Take a side path and ramp over the second stone bridge in the desert.

5th After the second ramp, keep going straight. Don't take the left fork. Just a little way ahead is a building with a black stripe along its base. Turn right down an alley just past it.



6th From #5, follow the alley back around the front of the building to another alley on the other side (a low wall will separate you from the main street). Pick up point #6, then make your way back out to the main street and turn right. Follow the path to the place where the shuttle takes off.



8th From point #7, follow the path until you find another building with a black stripe. Turn down the alley next to it and follow it around the front of the building. Pick up point #8 and return to the main street. This building is at a dead end, so turn left and then right to find the main path.



9th Our sources tell us that the LucasArts programmers have hidden a rabbit hole in nearly every game they've produced. In this case, the rabbit hole comes as a Challenge Point. Exit the town and follow the outside wall around to the left. You'll find the area tucked into a small alcove around the corner.



EPIC CENTER

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N64 EPICS ON THE WAY

At Shoshinka/Space World last November, the first launch of N64 epic games was unveiled. In fact, by the time you read this, the first N64 epic will have been released in Japan. Eric's Wonder Project 12 went on sale a few days after the show. Project probably won't



Eric's Wonder Project 12

appear in North America (at least any time soon), because it would require a lot more than a simple translation and, frankly, the game is just very static. Most of the player's time is spent in a cartoon mode instructing a robot (the girl in the picture). Very little use was made of the N64's

graphic power. In one scene, there is a 3-D submarine and there are many areas in which you can move against cartoon illustrated backgrounds. But there is little of the sense of exploration that is commonly found in an RPG. In spite of these



Nintendo's Zelda 64

shortcomings, *Wonder Project* is selling well in Japan. Eric's next N64 project, *Go, Go, Troublemakers*, should be full of action.

Probably the greatest interest of epic gamers is on the progress of *Zelda 64*. Mr. Miyamoto reports that development is going well and the game should be done by the end of the year. Remarkable lighting effects highlight the short video sequences in which Link fights a Skulba and uncovers a glowing Triforce. Development on *Earthbound 64* is just getting underway, but the initial sample looks great. *Cygnus* may be gone, but it seems that *Pokéy* will come on the evil station.

We also saw early video tape of Imaginer's *Ethals* and *Goemon* from Konami. Both games look like very promising adventures, mixing RPG and action game-play elements. We haven't seen anything from the developers of *Command & Conquer* to date, but the PC game has become one of the most successful strategy titles ever. In C&C, players

command modern or post modern military force in real time, moving units, building bases, gathering supplies and money and sending troops out on missions. *Silicon Valley* from BMG Entertainment is another game in fairly early development. The idea here is that you begin the game as some lowly farm of life and you slowly evolve to higher forms as you out think more advanced creatures in puzzle situations. Finally, Namco's *Tales of Phantasia* it may be the first traditional RPG for the N64, but there is no word yet on what sort of interface the game will have.

DRAGON QUEST III

The latest Super Famicom RPG classic has deep roots. *Dragon Quest III*, originally an 8-bit Famicom game, recently appeared in a 16-bit format with enhanced graphics and sound (the



Dragon Quest III for the Super Famicom

game was originally released as *Dragon Warrior* for the NES in North America.) Although the game remains essentially the same as the original, including the same story and maps, the experience turns out to be much richer. In addition to the updated walkabout and battle scenes, Eric added sophisticated animations. We would like to report that the game will be translated into English, but it seems unlikely at this point.

HARVEST MOON

© NACK IN VIDEO

Farm-Out! Natsume's innovative Harvest Moon is more realistic than your typical, monster-bashing RPG. If you're bored with building levels and saving the world, take a chance on an original game that's down-to-earth fun!

A REALISTIC RPG THAT'S DOWN-TO-EARTH FUN

While other role-playing games are fixated with saving the world or destroying the most evil characters in the universe, the goal in Natsume's Harvest Moon is more modest and realistic: you need to improve your run-down farm, seek out a wife, and find a way to live happily ever after. If you think this sounds more corny than watching the corn grow, you're standing in the wrong field. This addicting cross between a RPG and a simulation game might be the Tera's Attack of the RPG genre. We checked it out until we played it, and then we couldn't put the controller down. Look for the game in stores this spring!



All work and no play might make Jack a dull boy, but at least it puts food on your plate and earns you enough cash for the next hardware.

THERE'S PLENTY OF CHORES EVERY DAY

Effective time management is the key to building a flourishing farm. Unfortunately, there is not enough time in a day to get everything done. You'll have to do your best. We've outlined below a handful of the typical tasks that you'll have to complete on an average day at the homestead.

RISE AND SHINE!

So much to do and so little time. Rise and shine! Harvest your crops so they'll be ready to be picked up when the collector/truck comes. If you're late, you won't get paid.

MILK THE COWS

Fetch your geriatrics and buy one cow, or get several cows and let 'em dairy. Milk is a great source of revenue, but the responsibility can consume all your time.

HARVEST CROPS

Pick your crops and get them to the food bin for pickup. You'll only have a few hours to harvest your food before the truck comes to pick up the goods.

POWER SHOPPING

If you have time between feeding the animals and tending the crops, run into town and buy a few more bags of seeds or some of the latest gardening gadgets.



BUILD YOUR FARM, NOT YOUR LEVELS

You won't have to worry about finding experience points in Harvest Moon. You start the game with a run-down farm and pocket change. Clear your land and plant your crops. If you plan carefully and pinch your pennies, you'll gradually be able to make improvements to your land and buy some animals. It's hard work all year round.

SPRING

The frequent rain helps guarantee the seeds you've planted, but you'll still have to contend with a bumper crop of weeds and pesky pests. You're going to have work from early spring right through to harvest time. The only time you'll get a break is during the annual Flower Festival.



WINTER

During the summer, you have to snow shovel enough for your sale to feed your stock through the cold winter. Since your fields are frozen beneath a blanket of snow, this is the prime time of year to make social calls and get to know folks in the nearby town. Some of the best features of the year take place during the winter, ranging from Thanksgiving to the New Year's celebration. If you play your cards right and make a good impression, you might find yourself a steady date for all of the local social events.



FALL

While you can't grow crops in the fall, there is still plenty of work to be done. Repair your fences and prepare your fields for next year. If you have spare time, set your luck at longfishing for mushrooms or fishing at the lake in the forest. Save some seed for the annual Harvest Festival. If you're lucky, you might find some charming young women to dance with there.



SUMMER



The temps aren't in the summertime for seeds, but not yet. There's a field crop to water and tend or seeds to feed. Since there are no festivals during the summer, make a social visit to town during a warm evening. The Pub is always open and your neighbors will be happy to see you.



A SOCIAL CALL?

Attend the town festivals and charm the ladies with gifts. If you're unsure whether someone likes you, try skulking a peek at the pigeon hole nearby!



CHICKEN FEED

Check on your animals when you're not tending to your crops. As a rat is repulsed by your dog chasing the bees round the henyard.



EXPLORE NEARBY

The nearby mountains offer a beautiful food supply throughout the year. You can also rest your weary bones in the soothing, but spring water at the public bath.



BURN THE MIDNIGHT OIL

You won't earn cash if you pick your crops at night, but you can repair fences or clear your land. Work until you're exhausted and then climb into bed.



Sweet Dreams!

ZZZZ



MARVELOUS™

Three clever boys, a band of monkeys, a hoard of treasure and pirates old and new—these are the main ingredients for the unique hybrid game that is, well, **Marvelous!** Forgoing the typical plot of evil wizards and world-ending events, this Japanese-market sensation injects a bit of innocent fun into the epic scene!



ANOTHER TREASURE ISLAND

The full title of Nintendo's latest Super Famicom hit is *Marvelous: Another Treasure Island*. Inspired in part by Robert Louis Stevenson's classic tale, the *Marvelous* development team came up with a plot crammed with bold pirates, hidden treasure and high adventure. But where Stevenson's story was grim and gritty, this epic is light-hearted and whimsical. Chronicling the misadventures of three young boys, *Marvelous* combines *The Legend of Zelda*-style adventuring with detailed puzzle elements borrowed from text-based games. The result is a refreshing combination of fast-paced exploration through a huge world, liberally spiced with all manner of murky mysteries to solve.

For Japanese gamers, in a category that's usually given over to dark melodrama, *Marvelous* has been a splendid change of epic pace.

Much time is spent gathering and piecing together clues. The challenges tend to be mental, rather than physical.



A NEW BREED OF ADVENTURE GAMING

Main Screen

Characters can move about the Marvelous landscape individually or in a group. There is no limit, but players rely on items like benches and catchans, mints, rather than swords and shields.

Message Screen

Characters learn by talking. Even if a player knows what an item is for, a character won't be able to use it until he knows.



The Action Buttons (Search, Talk, Move) and Item give players a high degree of control over their actions. Players can question characters they meet, propose joint actions and perform complex tasks with special items.



The "buzzy" interface used in Marvelous is directly descended from a text-based type of RPG currently popular in Japan. These games are similar to "make-your-own-adventure" books, where players are given a set of choices at critical points in the story. The choices made determine what will happen next and what the ultimate outcome of the adventure will be. Text games tend to be rather static, using

While Marvelous has many traditional adventure game elements, its most prominent feature is a text-based interface that allows players to talk with others and examine people and items in great detail. This interface is the key to solving the Marvelous mysteries, which tend to be more abstract than the physical puzzles normally found in adventure games. For example, rather than deciding which blocks to push to open a door, you might have to figure out the relationship between several clues and items to perform a complex task. Only after the proper knowledge and tools have been gathered will events be set in motion.

Action Buttons



SEARCH BUTTON

Pressing the Search Button activates a "scanner" that lets players examine their surroundings. The scanner is directed with the Control Pad, and if you come across an item that you can move, carry or otherwise affect, a question mark will appear. You may then look at the item and try to determine if it's useful or important; if allowed, you may also choose to pick it up and take it with you. The scanner's hand-shaped cursor is also used to direct questions at other characters. If a new bit of information or an idea comes up while you're looking or talking, a light bulb icon will appear.



Items come both from your characters and from other characters. These items will often give you new abilities or open up new courses of action not available previously.

TALK ABOUT FUN

camera seems to advance the plot but with little direct interaction between the player and the game environment. The beauty of Marvelous is that you get the freedom of movement of adventure games coupled with the greater detail and information of text games. It is very active and very involved, all at the same time.



DINO



Dino is a wizard, but he has a heart of gold. Jack and Max usually let him take their jobs when they're not exploring. With his breathers and gloves on hand, he can look over his and hit switches to open doors or activate machines. With the running shoes, he's been known to dash at super speed.

TEAMWORK BUTTON

Each of the main characters, Dino, Jack and Max, have different abilities and specialties, and so do the other people they meet. There are times, however, when they'll need to pool their skills or combine their physical strength to complete a task. That's where the Teamwork Button comes in. This switch is used to propose a joint action with people inside or outside the main party. Even if one character isn't sure what needs to be done, another one might. In either case, the light bulb will go on, and so will the adventure!



Problems may be as simple as trying a heavy box or as complex as opening a lock to a robot.



Combining skills becomes more important as the game goes on. In one case, the boys must combine their strength with Dino's dash ability to turn a log into a battering ram.

ITEM BUTTON

The boys can carry lots of weapons and tools, but because of their different abilities, they can't swap items back and forth. Basic items can generally be used at any time or place, but many special items must be activated at a specific time or place with the Item Button. Once again, unless you learn everything there is to know about an item and the problems it's related to, either the item won't work or you just won't know what to do with it.



Each boy carries his own, unique set of weapons and items.



Special items often have just a single use at a specific time and place. If the light bulb goes on, players will know that they're in the right track.



JACK

Jack is the clearest of the trio, and he loves to tinker. If he finds a robot motor, he'll fix it. He can make complex items, like a remote control for the robot. He loves to fish, and if equipped with the boots, he can perform a super jump.

LEADER OF THE PACK



Players control only the current leader of the party, who wears a hat given to the trio by their camp counselor. The others will follow the leader through thick and thin, but since they all move at different speeds, you must be careful that someone doesn't get left behind. If the party gets separated, the leader can blow a whistle. If they're anywhere near, the other boys will come running.



At first, you're only allowed to switch to another boy in the same screen. With the transceiver, you can do it at longrange.



WANT TO GO SHIPE HUNTING?

At the beginning of the game, the boys will spend most of their time together. Players must switch between them, using their different skills and abilities, to solve problems. As time goes on, however, the boys must split up to accomplish certain tasks. Sometimes only one boy will have the ability to venture to a particular place. At other times, all three boys will have to be placed at separate locations. You must then switch between them several times to coordinate their efforts. Clues are often vague, so players just have to experiment as they go along.



Some solutions unfold automatically, but in other cases, players have to directly control events.



Coordinating two or three of the boys is the key to solving challenges like the soccer match.



In the mine shaft puzzle, it's up to Ben to go solo and get things rolling underground.



Max is not just a star, but sport-hearted as well. He loves sports, and his soccer and swimming skills will come in handy. He's the strongest of the group, and with his soccer glove, he can deliver you to a knockout punch!



**M
A
X**

PIRATE PERIL

Dino, Jack and Max are your typical boys having a typical summer at a typical summer camp, until a string of unusual events suddenly catapults them into excitement and danger. It seems a band of modern-day pirates is searching for the lost treasure of the legendary buccaner, Captain Marwick, and they've begun to take prisoners. The boys must charge over rivers and venture through woods on a quest to thwart the pirates and free the hostages. If they're lucky, they'll end up with a shipload of treasure, too!



The day starts out innocently enough, with a soccer sailor sending the boys out for fireworks. Little do they know that their vacations about to get alot more exciting!



The island is inhabited by a band of intelligent monkeys, charged with guarding the legendary hoard of treasure.



The pirates captain takes a long counter-sailor hostage, to try to force the boys into revealing what they know about the lost treasure.



Lufia II

Rise of the Sinistrals

We're picking up right where we left off in Volume 90, answering FAQs and sorting out some of the tougher puzzle rooms in *Lufia II: Rise of the Sinistrals*. This issue, we'll be concentrating on the mysteries of the Eastern Continent. Just keep in mind that the evil Sinistrals would love to bury these secrets for all eternity—and you right along with them!

WE'RE BACK!

The response to our Lufia II coverage in Volume 90 was very positive, and we continued to receive a ton of queries on this game during our little vacation. As a result, we've decided to expand this second installment to four pages instead of the two pages we had originally planned. We'll start off with a few FAQs that caught our attention during our hiatus, then we'll delve into the puzzling secrets of the Eastern Continent.

Dragon Eggs

A number of castles have been found while on the Small Shrine to Dragon Egg that's located west of Peco Forest. The reptilian resident of the shrine will grant you one of four wishes if you bring him the first set of eight Dragon Eggs scattered throughout the land. The eggs are located in Alamo Castle, Cave to Sandlotan, Dainik's North Cave, Divine Shrine, Flower Mountain, Merik Village, North Dungeon and North Lighthouse. Once you

give him the eggs, he'll give you a choice of a set of 10 potions, a collection of 10 fruits, the Ancient Shield or a set of Super Rings. Which



The Dragon will send you away if you don't have all the eggs.

property you choose is up to you, but the particularly excellent items may provide your monsters with more than their daily recommended allowance of vitamins and minerals, as you'll soon see.

Jewel Sona

Several hardy warriors have discovered that if you defeat the Dragon at the Small Shrine to Dragon Egg in battle, he'll reward you handsomely for your prowess with the Egg Sword and Egg Ring. The trouble is, you have to give him the second, third and fourth sets of Dragon Eggs first, and their locations are strictly haphazard. There is one item that can help point

you in the right direction, however, and that's the Jewel Sona. It's available in the casino on Perfect Island for 20,000 coins. A few other items of interest in the casino include the Slinky arms and wings, which range in price from 20,000 to 60,000 coins, and the Dragon Blind, which goes for a premium price of 500,000 coins!

Once you have the Jewel Sona, go to the Item screen and use it wherever you enter a new area. It will ring once, and if there are any unopened treasure chests in the area, a chime will sound. The number of chimes will equal the number of unopened chests.

Feeding & Care of Capsule Monsters

If you've been wondering how to advance your Capsule Monsters to Class "M"

(later), they take the advice of your (parent) Epic veterinarian and force feed them the special fruits that you received from the Dragon at the Small Shrine to Dragon Egg. The chart below shows each monster, the type of fruit

The proper diet of fruit will advance your monsters to Master Class. Delicious and nutritious!

to feed it and the class it should be at for the transformation.

Be warned though, that in cases where the monster should be Class 2 or 3, you should build that monster to Class 4 first. The monster will then say that it's "not hungry!" Use the Change command to transform the monster back to Class 2 or 3, then force feed it the appropriate fruit. This process may sound a little cruel, but it will benefit them all in the long run.

Building Your Ship

Some of the areas in the game won't become available to you until after you build a particular mode of transportation. The first vehicle you'll need is the Ship.

After you rescue your son, Judo, warp to Boreid Kingdom. From the Egg of your recent adventures, then leave. Walk to the right, class

Monster	Fruit	Class
Judo (Pony)	Secret Fruit	Class 4
Black Dog	Olive Fruit	Class 3
Dark Shogun	Dark Fruit	Class 2
Guts (Bird Girl)	Earth Fruit	Class 4
Buffy (Bird Girl)	Forest Fruit	Class 4
Zippy (Red Fox)	Italy Fruit	Class 2
Dark Mycanta	Rain Fruit	Class 3

the bridge (on the Overworld screen) and enter the Small Shrine to Aleya.

Go up through the door and enter the teleporter. When you re-materialize, you'll find Guy and Dekar waiting for you. Talk to them to get them to rejoin your party.

Head out from the shrine and back to the Overworld map screen. Go to the right to the Port Town of Aleya. You'll hear that the ship builder, Jyad, went to the mountains to gather wood to make a boat. Leave town and go all the way up, left, down and left to reach Phantom Tree Mountain.

Work your way through Phantom Tree Mountain and



Your show will soon appear in places and events in the game.

Defeat the guardian Lions. You'll meet up with Jyad after the battle and help him gather wood for the ship.

Now return to the Port Town of Aleya. Guy and Dekar will leave you for a couple of days, while the ship is being built. Bank at the inn for two nights, then head for the port at the south part of town. Jyad will be waiting for you, and Guy and Dekar will show up before too long. You'll be given a choice of destinations for your next voyage. Choose Nencyus.

The Submarine

The next vehicle you'll want to park in your garage (or by your wheel) is the Submarine. Indeed, you'll need it if you want to get to the Small Shrine to Dragon Egg. You

may be surprised to learn, however, that this is more of a trade-in than a new purchase!



Even after he leaves the party, Lewis will provide you with valuable help and advice.

After Artea joins your party, leave Esqiloo and walk down across the bridge on the Overworld Screen. Now walk down and to the left to reach the Divine Shrine.

Work your way through the Darkik Shrine to reach Artea's mother, Karyn, and Armos Karyn will banish Artea, open up the locked door for you and then suddenly pass away. Go up through the door to increase your party's attributes.

Once you've been engaged, go back to Portavia and visit the laboratory. Talk to Lewis to get your Ship back. It will now have the ability to submerge.

Lewis will now tell you about a ball of light that went streaking towards Bannan. Board your new Submarine and set sail for Bannan, which is actually just down and left from your present location.

Talk to the people in the town about the light. They'll tell you that it crashed into the water and that it might have something to do with the shrine. Hop back onto the Sub and sail south-west along the coast until you see a shrine on the southwestern tip of the island.

Board down the beaches and give the order to dive. As you enter the briny depths, you'll see a "hole" in the ocean floor. Enter the hole to reach the Bannan Sh-

Submarine Cave. Once inside the cave, go all the way up and enter the swirling whirlpool. The current will whisk you to the entrance to the Shrine Of Vengeance.

The Airship

After Chaud is destroyed, return to Portavia. Go to the laboratory and talk to Lewis once again. He'll tell you that he can make the Excorion (your Submarine) fly, but that he'll need a different type of engine for the job.

Lewis will then instruct you to go to Gratie Kingdom. Return to Darkik Kingdom to retrieve the Excorion. Submerge, then follow the coast to the left, up and to the



Once you have the Airship, head for Narvick and Doom Island.

right, until you enter the shallows. Go down through the middle and enter the Gratie Sh., Submarine Cave.

Once inside, go straight up and all the way to the right. Now go up and enter the vortex to pop back into the Darkik North Cave. Go to the right and land the Excorion. Enter the Sub and go up through the door. Climb four stairways to reach Gratie Kingdom.

When you walk down through the door, you'll be captured by a squad of guards. After a while, you'll wake up in jail with Berty and Bart. They'll open the jail cell

for you. Walk down, then left to the jail cell. Go up to find an HP and MP Restore and a Save Spot.

Work your way through the Gratie Kingdom Dungeon until you get back to the top. Go to the left and you'll see Berty and Bart next to a tank they'll have been captured against. You'll then have to face a squad of Soldiers and their Tank.

Even though you'll turn the Tank into scrap metal, its engine will survive intact. You'll then warp automatically back to Portavia. Take the engine to Lewis in the lab, where he and his crack team of scientists will fit it to the Excorion's hull. Doom Island will then move into position over the town of Narvick. Hop into your new Airship and head for Narvick.

Once More Unto the Breach

As far as you will have finished the game by now, but perhaps you're interested in going back and exploring new areas or recovering items that eluded you. If you choose the



You'll soon bring the second time around. What's new?

Retry option, you'll start over from the beginning, but now you'll earn four times the normal amount of gold and experience points in battle. Game events won't change, but the game will go a lot faster!

The Tower of Sacrifice

Now we'll turn our attention to some of the puzzles you'll encounter in the hallways and corridors in the second half of the game, beginning with the Tower of Sacrifice.

A search for the source of mysterious, byzantine flute music will bring you to the gates of the tower. You'll soon



This is to maneuver the blocks to cover all the switches.

come across a room with four switches and four blocks that move when you do. When you enter the room, walk up two steps, left five, up ten, right four, down ten, right four, up ten, right four, down ten, right four and up five; if you don't start from the path, the four switches should be covered and the locked door will now be open.

Karlino North Shrine

In this forbidding structure, you'll encounter a teleporter surrounded by blocks. There is a path through the blocks, but you must open it up as you go, and you might not be able to visualize it readily.

From the entrance to this room, walk up two steps, left one step and push the left block one space to the left. Walk up one step and push the left block one space to the left. Now walk up one step and push the top block one space up. Go right two steps, up one step and right one step. Push the right block one space to the right, push the block below you one space

down and push the left block one space to the left. You should now be able to step into the teleporter.

Dankirk North Cave

Your mission in the Dankirk North Cave is to recover the stolen Ruby Icon, but there are a number of natural obstacles to deal with along the way. At one point, you'll find an arrow puzzle consisting of six blocks and two axes. Start by pushing the leftmost block up one space and then taking a step to the right. Push the top block up three spaces and right one space onto the floor switch. Now push the leftmost block back down one space onto the switch.

Go to the rightmost block and push it down one space. Take a step to the left and



If you make mistakes, use the Reset spell and step aside.

push the bottom block down one space and left one space onto the door tile. Now go to the second block from the right. Push it down two spaces onto the floor tile, then push the rightmost block up one space onto the floor tile. This will create an "arrow" pointing down and a bridge you can use to cross the gap.

The Shrine of Vengeance

This puzzle is simple to solve, yet it stumps a lot of dungeon crawlers, probably because the solution is almost too obvious. In this shrine, you'll see a massive chest across a gap with no visible means of get-

ting across and nothing to grapple onto with your Hook. To raise the pillar across the way, start from the bottom of the stairs and walk through the wall to the right. You'll see a switch on the pillar side. Hit the switch to raise the pillar. What's one of the first rules of RPG exploration? "Try everything!"

The Tower of Truth

The first major puzzle in the Tower of Truth involves two gravity orbs (the black spheres) that generate a force field that blocks your path. First of all, stand above the switch and use the Hook to change the color of the Crystal Switch from red to blue. Now walk to the right wall and Hook down to the pillar below. Face left and hit the Crystal Switch with the Hook to change it back to red. Go down and left to the wall, left up and hit the Crystal Switch with the Hook to change it to blue once again. Walk down through the doorway to get to the outer rim of the tower.

The next major puzzle involves playing musical tiles to raise several pillars in the proper sequence. In the chamber just below the tile room, step on the right switch and watch the pattern shown. Now walk up and enter the tile room. Step on the second



Use the hook to pull yourself across the chasm in this gap.

tile from the right, then the second tile from the left. Hit the fourth tile and finally the far-left tile. Don't step off the

center tile during this process for the pillar will reset.

Now stand in the center of the four musical tiles and use your Hook to light up to drag yourself across the last tile at the center of the gap. This will lower the spikes to the right. Walk to the bottom right corner and go down the staircase to exit.

The last great mystery in the tower is found in a room full of switches and half-burnt bridges. From the entrance, you'll see a pot and a crate to your right. Pick up the crate and place it on the top left switch, then pick up the pot and place it on the bottom left switch. Walk all the way to the left (across the bridge) to



The "bridge room" will try your patience and maybe your sanity!

find two switches and a block. Push the block down one space to cover the bottom switch.

Go back across the bridge to the right. Pick up the pot and carry it to the right and down across the bridge. Place it on the switch you find below. Now go back and pick up the crate again. Take it to the right and down across the bridge, then left across another bridge and up across a third bridge. Set it on the switch you find there.

Once the crate is in place, go all the way left across the bridge and push the block up two spaces so that it covers the top switch. Go to the right across the long bridge and pick up the crate once last time. Carry it down across the bridge and left across the next bridge. Place the crate on the

switch and lay down a Bomb next to it. Now walk down across the bridge, right across the next bridge and down through the door. Open the chest in the next chamber to get the Truth Key.

Dragon Mountain

Dragon Mountain is one of the last areas you'll visit before you pass through the Three Towers and battle onward to Doom Island for the final confrontation. The first puzzle you'll come across here is an elevator with a "required weight of one ton" to operate. From the clue sign, walk to the bottom left corner of the room and up the staircase. Go to the right and fire your Hook to the right to cross the gap. Once across, step on the cracks to fall through the floor. When you hit the floor, you'll notice that the impact from your landing causes the control platform to rise up. Go back up the staircase on the left side of the room. Go to the right and look across the gap. Use the monster over the cracked floor so that he falls through. This will raise the platform for you.

The key to solving the "plant room" puzzle is to hold the R Button while using the Control Pad to pivot in place without taking a step. When you first enter, walk down two steps, right one and

down three. Pivot to the left (hold the R Button) and press Left and shoot two Fire Arrows at the plant. Now



The plant in this room is the key to solving this intricate maze.

walk down one step and right one step, face up and shoot a Fire Arrow at the plant above.

Walk four steps to the left, pivot downward and shoot a Fire Arrow at the plant below. Face up and shoot two Fire Arrows at the top plant. Walk eight one step and up one step. Face right and shoot a Fire Arrow at the plant. Go down two steps, turn right and shoot a Fire Arrow. Go up one step, right one step, face



Shooting at the wrong plant or shooting too many arrows can upset the sequence.

down and shoot a Fire Arrow. Go two steps right, face up and shoot a Fire Arrow.

Now walk left one step, up one step, face left and shoot a

Fire Arrow. Go up one step, left one step, face up and shoot a Fire Arrow. Pivot back down and shoot a Fire Arrow. Walk right one step, down one step, face right and shoot a Fire Arrow at the reporting plant. Now all of the plants will disappear.

Another tricky puzzle involves a wall that keeps closing in on you. Stand up against the wall and lay down a Bomb. Now go down one step and right two steps. Lay down another Bomb. Go back one step to the left and lay down another Bomb. Take one more step to the left.

Swing your Sword once to set off the top Bomb. Immediately lay down a Bomb where you are standing, walk up one step and lay down another Bomb. Swing your Sword twice to set off all of the Bombs in a chain reaction. The explosions will "unlock" the wall. Now switch to the Hammer and break through. This passage will lead you to the "World's Most Difficult Trick."

There's no set solution to the so-called "World's Most Difficult Trick," but we have some expert tips on getting the treasure chest you desire. First of all, you should leave the four rectangular pieces to the bottom. Second, get the four tall rectangles into the top row. Third, separate the four small blocks along the bottom. The chests contain the Holy Robe, the Legend Helm, the Lizard Blow and the Mega Shield. These aren't the "world's greatest" arms and armor, but they are pretty darn good and, better yet, free!



The puzzle in the chests are worth the aggravation.

The last major puzzle of Dragon Mountain involves a set of eight bushes that keep growing back. Stand above the bottom left bush. Place a Bomb right on top of it and walk up one step. Go right one step and lay down another Bomb. Chop down the bush to the right of you, then go right one step and lay down a Bomb. Once that's done, chop down the next bush to the right, then go right one step and lay down a Bomb. Now walk up two spaces to set off all the Bombs. The resulting explosions will get rid of all the plants and open the door.

Endgame

Before we sign off, we have just a few more tidbits of info. The Character list shows the boss you'll face in the final areas of the map. We've listed the number of Hit Points each creature possesses and the recommended minimum experience level for your party. Though some of their HP levels may seem low, these malevolent monsters are quite tough and can withstand even the strongest blows. As always, use as many HP attacks and defenses as you can, as well your Fry and Zap spells.

That wraps it up for this month. Happy adventuring!

Boss	HP	Rec. Level
Venge Ghost	7,330	50+
White Dragon (X)	1,000 each	35+
Fire Dragon	7,330	55+
Ghost Ship	10,000	57+
Soldier (X)	750 each	57+
Tank	10,300	57+
Castle (Shaman Island)	8,000	60+
Amos (Strider Island)	10,300	60+
Sides (Doom Island)	8,300	62+
Amos (Doom Island)	10,600	62+
Eme	15,000	90+
Dias	20,000	90+

CLASSIFIED INFORMATION

0428 6211 4342 0680

MEMBER IDENTIFICATION #



Hidden and Duplicate Players

In last month's review of NBA Hangfire for the NES, we revealed a few of the game's secret players. As promised, we've compiled a complete list of them for your jarring pleasure! At the start of a game, input any of the names on the list and its corresponding Personal ID Number. You'll access either a wacky player or a duplicate of a pro player.

Name	PIN	Name	PIN
Kidd	0000	Miller	0000
Glenr	0000	Jeppele	6650
Hgrant	0000	JC	0000
Kemp	0000	Minife	6000
Smits	0000	MXV	1014
Pippen	0000	Dann	0000
Motumb	0000	Jason	0729
Webb	0000	Nobud	1010
Stackh	0000	Jigger	1010
Malone	0000	Divita	0201
Rodman	0000	Jter	0503
Ghill	0000	Marty	1010
Ewing	0000	Jamie	1000
Cliffr	0000	Patf	2000
Webber	0000	Quin	0330
Mursan	0000	Marius	1005
Dawidr	0000	Turmel	0322
Starks	0000	Jonhay	8000
Dream	0000	Carlos	1010
Johnsn	0000	Nick	7000
Ricc	0000	Mortal	0004
Mourng	0000	Kombat	0004
Ahrdwy	0000	Perry	3500
Elliott	0000	Munday	5432

Daniel	0604	Eugene	5767
Morris	6000	Bardo	6000
Shawn	0123	Eddie	6213
Root	6000	Mednik	6000
Nfunk	0101	Sno	0103
Amrich	2020	Mdoc	2099
North	5050		



You can mix and match players from different teams...



...or pit the programmers against the pros!

THE MASK

Cheat Menu

If you're having a sss-sss-sss time with The Mask for the Super NES, then you'll love this super cheat code, too. On the Options screen, press A, B, X, Y, L, R, L, A and B to make a cheat menu appear (press the L and R buttons, not Left and Right). If the code fails, turn your Super NES off and on before you try again. Infinite Lives? Alrighty then!



You must input the code on the first try for it to work.



Press Select on the Level Select screen to skip ahead.

MALLARD

P. I. Passwords

Detective work isn't always what it's cracked up to be, so here are all the passwords to this thrilling tropical mystery!

Level 1 None
Level 2 QVRBLP
Level 3 CNFJTS
Level 4 PHMBTT

Level 5 NFXDQH
Level 6 SXGDLJ
Level 7 MDVCBQ
Level 8 HRTGDV



Most of the levels have a trap for traps.



That missing Mega ball better be worth all this trouble!

TEENIE ATTACK

Extra Hard Mode Passwords

Back in Volume 90, we printed a code to access an Extra Hard difficulty level in the one-player Vs. mode. In case Extra Hard is too hard, here are some handy passwords.

Stage 1 None
Stage 2 STDJ7YJl
Stage 3 SNDG7Y9!
Stage 4 SHD87Y7!
Stage 5 S2DF7Y!
Stage 6 SQD57YD!

Stage 7 SJDL7Y2!
Stage 8 S1RL7YN!
Stage 9 SC?L7BC!
Stage 10 SB?L7BJ!
Stage 11 SY?L7B9!
Stage 12 S6?L7B7!



These passwords will work without the Extra Hard code.



Downter and company will be raising a year period!

KILLER GARGOYLES

Gargoes, Secret Options & More

Last issue's Members Only tip book insert (one of the benefits of subscribing, folks!) featured several killer codes for *Killer Gargoyle*, including the much-sought-after Gargoes code. We've discovered a few more exclusive codes in the meantime, so out of the goodness of our hearts, we're going to reprint the Gargoes code and reveal, for the first time anywhere, the New Uniforms Colors, Enable All Options and View Credits codes. If you missed the Members Only special, don't worry; due to popular demand, we'll be reprinting some choice codes from it in future installments of Classified Information.

Play as Gargoes

To enable Gargoes, press Z, A, B Buttons, Z, A and B during any character demo. If you input the code correctly, Gargoes will laugh and appear on the player select roster.



New Colors

To expand your uniform color choices to include White, Gold and Shadow, press Z, B, A, Z, A and the L Button during any demo. You'll hear "Welcome!" if you enter the code correctly.



Enable All Options

To enable all special options, press Z, B, A, L buttons, A and Z during any demo. You'll hear "Perfect!" if you enter the code correctly. Go to the Options screen to adjust the game parameters.



View Credits

To take the easy way out, press Z, L Buttons, A, Z, A and the B Button. You'll see the credits without having to beat Gargoes.





Bare Classic Teams

We'll wrap up our Madden NFL '97 coverage with the rest of these classic team codes. Highlight your chosen squad on the Team Select screen and enter the appropriate code (S>Select, L and R) to the L and R buttons).



These teams are available in the Play Now mode.



1970 Buccaneers:
Press R, R, L, L and S.



1972 Lions:
Press S, Y, L, L and Y.



1973 Cowboys:
Press Y, R, A, L and L.



1988 Chiefs:
Press L, Y, R, R and A.



1990 49ers:
Press R, Y, L, L and S.



1990 Eagles:
Press R, A, L, S and Y.



1971 Vikings:
Press R, R, R, R and R.



1981 Dragons:
Press R, L, A, R and A.



1987 Seals:
Press L, S, L, S and S.



1992 Oilers:
Press R, S, R, S and Y.



1993 Bears:
Press A, L, R and R.



1996 Broncos:
Press L, L, Y, A and Y.



1978 Rams:
Press L, R, S, A and S.



1969 Jets:
Press Y, Y, A, L and L.



1984 Chargers:
Press S, A, L, L and Y.



1982 Redskins:
Press R, L, L, R and R.



1993 Giants:
Press R, Y, R, L and S.

CLASSIFIED INFORMATION

SUPER MARIO RPG

8-bit Mario and Link

Some of the best things about Super Mario RPG are the fun surprises sprinkled throughout. To get a glimpse of Mario as he used to be, step behind the curtain in Bowser's Tower. To compare adventuring notes with Link from the Zelda game series, spend a night at the Koopa Town Inn.



My, you've certainly come a long way, Mario!



What are you doing here? Get back to your own adventure!

Night and Magic

Portal Passwords

A number of readers have requested these special teleporter passwords for this game, if we had them. We don't have any more trick passwords, but these will take you to several key areas of the game. Happy adventuring!

Fountain Head:	Home
Area E4 (X3, Y3):	Earth
Area F1 (X0, Y12):	Air
Area C2 (X12, Y0):	Fire
Area E3 (X7, Y10):	Water
Swamp Town:	Doomed
Town of Wildabar:	Freeman
Blistering Heights:	Redhot
Town of Baywatch:	Seadog

Experts, shmeexperts! If you've got an awesome tip or a killer code, send it to! We'll print your stuff alongside the pro's codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

FINAL FIGHT TRIOLOGY

Special Moves and More

Last issue's Members Only special insert also included codes for playing as Mataro and Shao Kahn. We follow up this month with Fatalities and special moves for both of these level combatants!

Fireball/ Power Punch

Hold Low Kick and then release to send your opponent a flaming greeting. If you want to get up close and personal with your fists, press Forward three times and High Punch.



Decapitation

Mataro's single Fatality is particularly nasty: Press Forward four times and then High Kick. Once you're done, your opponent will be inescapably in his head!



Knee/Hammer

Kahn's Knee Uppercut is terrific for defense. Press Down, Down, Forward and High Kick. To put a big ole ole down on your foe, press Forward, Back, Back and High Punch.



Hammer Time

Like Mataro, Kahn has only one Fatality, but one is all he needs. Stand at swamping distance and press Forward, Forward, Back and High Punch. Ouch!



Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

STAR WARS TRILOGY

STAR WARS

Based on the blockbuster George Lucas movie, Star Wars for Game Boy was made for a true Jedi Warrior. Even the best players will find a challenge in this portable Pak!

SUPER STAR WARS EMPIRE STRIKES BACK

Destroying the Death Star was only the beginning of the struggle against the Imperial tyranny. Now it's time for the Empire to seek revenge on the tiny band of Rebel forces.



Super Star Wars: The Empire Strikes Back features rapid-scrolling racing sequences, such as the Endor parlor chase, and deadly blaster battles on high flying platforms.



SUPER STAR WARS RETURN OF THE JEDI

Is Luke a full Jedi? Can Han Solo be rescued? Are you brave enough to confront Vader in the shadow of the evil emperor? All is revealed in Super Star Wars: Return of the Jedi!



Super Star Wars: Return of the Jedi's variety of side-scrolling shootouts and Mode 7 flying stages give gamers a huge variety of intergalactic action that's hard to resist.



RS

Long ago, in a galaxy far, far, away, there were three Star Wars video games that were out of this world. Players bought and played the games until no more were available—no more until today:

A Game for True Jedi Warriors

Unlike the Super Star Wars series for the Super NES, Star Wars for Game Boy doesn't have any codes or cheats for getting through difficult stages. Your game playing skills will be taxed to the limit as you battle Darth Vader's Imperial forces all the way to the Death Star. The game follows the plot of the first Star Wars movie and features a variety of side-scrolling and head-on action screens. As Luke Skywalker explores Tatooine and other stages in the game, you'll find and add up to six party members, including R2-D2, C-3PO, Han Solo, Chewbacca and Princess Leia. Later in the game you'll blast into hyperspace in the Millennium Falcon, weave and dodge your way through an asteroid field, skirmish in the dark corridors of the Death Star, and finally fight for peace in the galaxy in your Rebel X-Wing fighter. Star Wars is packed with challenges and offers hours of galactic excitement.



You Can't Resist the Dark Side

Luke, Han and Chewbacca return to continue their battle against Vader's Imperial forces in Super Star Wars: The Empire Strikes Back, a password-locked game for the Super NES. Blast your way through twenty levels, exiting from the frigid wastes of Hoth to the stratospheric heights of Cloud City. The game's stages comprise side-scrolling laser battles and fast-paced, Mode 7 levels where you fly a snowspeeder or the Millennium Falcon. Revitalize your strength and arsenal along the way by picking up hearts, power-ups, grenades and thermal detonators. The Empire Strikes Back is not an easy game to complete, but the multiple difficulty settings and cheat-codes on page 71 will help you hold your own against the Imperial onslaught.



The Final Confrontation for the Super NES

Super Star Wars: Return of the Jedi is the exciting conclusion of the intergalactic war between the Rebels and the Empire. This game follows in the battle-prints of Super Star Wars: The Empire Strikes Back both in design and format. Gamers assume the pre-selected roles of Luke, Leia, Han Solo, Chewbacca and the Ewok Wicket as they blast, roll and slash their way through 19 breathtaking stages like its predecessor. The Empire Strikes Back: Return of the Jedi is an exceptionally challenging game, but this month's Nintendo Power has the information you need to complete your Jedi training. A summary of the game's toughest spots, plus a stash of the coolest Jedi codes is on page 73.



Take the Epic Movie With You!

STAR WARS

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A Boy and His Blaster

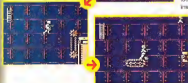
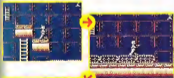
The vast stretch of desert around Mos Eisley is filled with danger and abandoned equipment. Since Tatooine is a huge expanse of wasteland, the landspeeder automatically drops you off at the first and most important cave in the game. If you work your way to the right, you'll find your Blaster just before the exit. The Blaster has a faster rate of fire than your small gun and inflicts more damage on the foes you encounter. You'll be glad you have this weapon when you see the Banthas in your rearview mirror.



Work your way through the cave with the large opening to find your Blaster. You won't find it until you reach the end of the cavern. The Blaster has a faster rate of fire than your small gun and inflicts more damage to enemies. This will be Luke's weapon of choice until he finds his Lightsaber.

Search the Sandcrawler

R2-D2 has been captured by the Jawas and it's up to Luke to find and retrieve him. The Jawas must have mistaken you for a safety inspector, because they're a little less than thrilled to see you poking around their workplace. You'll have to work your way through a series of tubes and conveyor belts to find your droid. The photos and captions below have tips and suggestions for making your way past the toughest series of traps inside the Sandcrawler.



You must master the Super Jump technique to clear the toughest obstacles on Tatooine. Hold the B Button and make sure you jump. This will add extra distance to your jump. One challenging series of jumps is on the conveyor belts in the Sandcrawler. Run left along the conveyor belt and jump off the end. Hold Left on the Control Pad as you jump so you'll land on a ledge on the far left.



It's In Power

Obi Wan has come in handy before, but this time he's been different. As the Jedi Master, you're looking for information or are merely curious, you can find the following features in this page:

VOLUME 37



When you're done with the game, you can find the following features in this page:

VOLUME 60



When you're done with the game, you can find the following features in this page:

VOLUME 68



When you're done with the game, you can find the following features in this page:

May the Force Be With You

Obi Wan Kenobi is one of the most important members of your six-person team, and it's vital that you find him before you leave Tatooine. Depending on your location in the game, Obi Wan can use the Force up to five times during the game to revive fallen party members. You must bring R2-D2 to Old Ben before the veteran Jedi warrior will join you on your adventure.



If one of your characters is defeated, Obi Wan can use the Force to revive him or her. Keep in mind that this healing power works only in certain stages and can be used a total of only five times in the game.



Don't bother exploring the areas leading to Obi Wan Kenobi until you've rescued R2-D2 from the Jawas. Obi Wan won't join your party unless he sees R2's message from Princess Leia.

Collect the Eight Shields

While Luke and Han didn't have to go on a scavenger hunt for ship shields in the original movie, you'll have to take some extra steps before you see the ending credits. Explore the small cave to the left and up from Mos Eisley. This cave is packed with rats, and you'll have to fight your way through the darkness. Explore the cave eight times to collect all eight shields for the Millennium Falcon. Once you have all the shields, you'll be cleared for takeoff.

You'll have to fight your way past the rodents a total of eight times to find all eight shields for the Millennium Falcon. If you're using the Super Game Boy and a controller with a turbo button, you can blast away your foes from a distance.



That's Not a Moon, It's...

Leaving hyperspace, the Millennium Falcon finds itself in the middle of an uncharted asteroid field near the center of the Alderaan System. You can avoid all the obstacles in this stage by holding Down and Right on the Control Pad. Keep flying until you reach that small nook in the distance.



The asteroid field in the Alderaan System will burn out a few shields unless you know the trick for getting through the stage. Avoid all the obstacles by holding Down and Right on the Control Pad as you make your way past the planetoids to the Death Star.



Surrender to the Dark Side of the Force.

EMPIRE STRIKES BACK



STAR WARS
THE FORCE UNLEASHED
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The Frozen Wastes of Hoth

You'll have to find your way to your trusty Tauntaun in the game's first stage. Along the way you'll be dive-bombed by leathery arctic owins, but your biggest problem will be dodging the giant snowballs rolling down the hill. Wait beneath the stone ledges until the snowball rolls by, then continue up the embankment. Your Tauntaun is waiting for you on the top of the mountain. Mount up and ride into the next stage.



To avoid the runaway snowballs, seek cover beneath the stone ledges until the snowball rolls out from the embankment. We'll find your Tauntaun waiting at the top.

Defeating the ATST Walker

The ATST Walker is the last enemy Han Solo encounters in the Rebel Base. One method for disabling the Walker is to blast away its laser cannon and roll under it when it pumps toward you. Once the cannon is destroyed, you can hit the Walker anywhere and damage it. An alternate method for defeating the ATST is to pick up the shield in the top right corner of the room, then stay low and draw 50 Gradules. Avoid the Walker by rolling out of the way.



The ATST Walker is the last the Han finds inside the Rebel Base. Destroy the Walker's laser cannon and dodge its counterattacks by rolling under it when it pumps at you. After you defeat the ATST, you'll find Princess Leia.

A Nintendo Power Surge

Nintendo Power has captured Super Empire Strikes Back with an excitement level that sets it off the wall. It's a must-read for anyone who's a fan of the Star Wars franchise. Order for \$4.99. Order for \$4.99. Order for \$4.99.

VOLUME 52



VOLUME 53



VOLUME 58



VOLUME 59



The Final Battle for Peace In The Galaxy

SUPER STAR WARS

WITH LICENSED CHARACTERIZATION LICENSED BY MPT/DCO

RETURN OF THE JEDI

The Best Character

Lexa is the most versatile character to use in Return of the Jedi. She appears in three different forms throughout the game, but her Rebel trooper equipment is the best. Lexa's speed, leaping attacks and powerful blaster enable her to hold her own against any foe.

Collect the Jedi Symbols

Hidden throughout each stage in the game are Jedi Symbols. Like coins in the Super Mario game, if you collect 100 Jedi Symbols in Return of the Jedi, you'll earn an extra life. Your Jedi Symbol number is cumulative, so you can carry over your total from stage to stage.



Watch your back whenever you encounter a cluster of Jedi Symbols. A hovering, non-star or heavily armed Imperial trooper might be waiting for you to take a nibble on its tempting bait.



Rebel Lexa's first rifle is fast, powerful and easy to use. It's the most versatile and best character in Super Star Wars: Return of the Jedi.

Slump Jumping on Endor

If you're not watching where you're flying, Endor tree bark can take a big bite out of your life. Dodge the Imperial Stormtroopers and blast them as they fly in front of you. If you can't shoot your aim, try bouncing them into the trees. If you make an effort to collect all the large red hearts that

repair your bike's damage, you should clear this stage on your first try.



If you can't shoot the speeding Imperial Stormtroopers, try bouncing them into tree trunks. If you try to collect all the large red hearts in this stage, you'll have no problem reaching the Ewok village.

Jedi Power

No like this are loads of hints and Power. This is the most popular and colorful in the Super Star Wars universe. The Jedi Power. The most popular and colorful in the Super Star Wars universe. The Jedi Power.

VOLUME 65



The Droids, the Puk Witch, the Jedi Power. The most popular and colorful in the Super Star Wars universe. The Jedi Power.

VOLUME 67



The Droids, the Puk Witch, the Jedi Power. The most popular and colorful in the Super Star Wars universe. The Jedi Power.

VOLUME 75



The Droids, the Puk Witch, the Jedi Power. The most popular and colorful in the Super Star Wars universe. The Jedi Power.

Three Leia in One Game

While there are five different characters to choose from in Return of the Jedi, Leia is the only character that has three different appearances. While armed with different weapons in each of her guises, Leia has stunning speed and dexterity that always remain the same.



Leia the Huntress

Armed with only a blaster chain and a very little armor, Leia defied her captor with a dazzling spin attack. You might remember seeing Leia in this get-up in the movie when she was captured by Jabba the Hutt.



Leia Boush

Leia donned this beauty hunter disguise to infiltrate Jabba the Hutt's fortress on Tatooine. Her composite spear is extremely effective against monsters, especially when it is set to explode with her spinning coneroulet move.

Rebel Leia

Leia is best equipped when she's wearing Rebel body armor. A seasoned veteran, she rarely misses a target with her blaster, whether spinning leaps into the air or jumping. Leia uses this outfit while exploring Endor.



On the Edge of the Shackwage

At the end of the game, you'll be faced with a 3-D rotating level.



The last stage is a 3-D rotating level. Guide the Millennium Falcon out of the exploding Death Star before you're consumed by the blast. Hold the B Button throughout the entire stage and use the L and R Buttons to twist through the narrowest gaps.



Put the pedal to the Millennium Falcon to escape the detouring Death Star at the end of the game. Press and hold the B Button throughout the stage.



VOLUME 77

The 10 Lords of the Sith are the ultimate evil. Meet them in the first issue of Volume 77.

VOLUME 80

From planet Hoth to the planet Endor, the Spice Girls are at their strongest in Volume 80.

JEDI CODES

Super Star Wars Returns of the Jedi is one of the most challenging games ever made for the Super NES. Even if you're not a Jedi warrior, you can tilt the odds in your favor with one of the cool codes listed below.

99 LIVES

Start the game with 99 lives to win!

The first time the Start Game screen appears, press the following button sequence on Controller 1: L, X, X, X, X, Y and Start. If the code doesn't work, turn the power off before trying again.

INFINITE DETONATORS

This code supplies you with unlimited Thermal Detonators.

The first time the Start Game screen appears, enter the following button sequence on Controller 1: L, X, X, X, X, B, B, B, B, Y. Press the L Button during the pause screen. Thermal Detonators are unlimited. Turn the power off before trying again.

EXTRA CONTINUES

Add up to seven extra continues using the Extra Continues code.

The first time the Start Game screen appears, press the following button sequence on Controller 1: A, A, A, Y, X. If the code doesn't work, turn the power off before trying again.

DEBUG MENU

The Debug Menu code lets you stop stages, add extra lives or modify your character's weapons or health.

The first time that the Start Game screen appears, press and hold the L and R Buttons on Controller 2. Then press the following button sequence on Controller 1: A, A, X, X, X, X, Y, Y, Y, Y, X, X and L. Restart the game. When you want to access the Debug Menu, press the L and R Buttons on Controller 2.

INVINCIBILITY

The Invincibility code works only on the older scrolling stages.

Enter the Debug Menu code. Use the Controller 2 and press and release the Select, A, X, Y and L Buttons all at the same time.

Kemco's classic Super NES auto racing game is revving up for rerelease! Although it may not have the flashy graphics of more contemporary racing games, its unique features and long play value help it withstand the test of time.



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Garden of Eatin'
Software Ltd.

TOP GEAR 3000

A Galaxy of Courses

While there aren't quite as many courses as there are stars in the heavens, Top Gear 3000 does have a ton of variety. There are no easy tricks; you'll easily spend hours rere-



number of courses.

Throw in the added challenge of needing to use special items and traps to guide you through, and you'll find that the game offers some really tough challenges that will test your skills.



And with the race, the game's several dozen tracks have shortcuts and hidden bonus items.



Futuristic Formula

Even though your car might look like some kind of generic, European-made, high-performance sports car, it is actually supposed to be a futuristic, high-powered vehicle. During your career as a Top Gear racer, you'll trek from planet to planet to go up against other interstellar racing aficionados. Along the way you'll earn credits to buy additional souped-up parts for your car, including better engines (a must) and other gadgets. These devices add to the dynamics of the race, and purchasing the correct upgrades adds a lot of strategy to the Championship season. You'll have to place first in most of the early races to earn enough credits to have any chance in the later races.



As you progress, the tracks become more challenging. But remember, your opponents are upgrading, too!

SIXES LEAGUE TABLE

POSITION	NAME	CREDITS
1	TOP GEAR	10000
2	STARBUCKS	8000
3	COFFEE	6000
4	TEA	4000
5	WATER	2000
6	MILK	1000



Expensive Upgrades

In order to stay competitive on the intergalactic circuit, you've got to spend your winnings to improve your car. Some of these improvements are expensive, but you'll need the best to be the best! Upgrade your Engine, Gearbox and Boost first, and skip the Attractor, Armor and Jump items until you have loads of extra credits.



A better Engine will give your car a higher top speed. This is the most essential upgrade.



Improve your Gearbox for faster acceleration. Press the needle after the start when the wheel spin appears for best results off the starting line.



The Boost item will give you a short speed boost. You get a limited number of boosts per race depending on your level of Boost upgrade. It also expires on the track also gives you a speed boost when you drive over it.



Use the Attractor item to "draw" behind the car in front of you. This doesn't seem to help you very much.



Better Tires will improve your cornering, which is particularly helpful on winding tracks later in the game.



Reinforce the body of your car so you won't take as much damage when you collide with either cars or obstacles. If you take too much damage, it will adversely affect your car's performance.



The Jump item will make it easier for you to collect the Boosts placed that float above the track. You can also jump over cars or obstacles in your path. Look out for ramps on the track that will let you crash without the Jump item.



With the Warp item, you can really speed through your longer races and get ahead that will help you pass the pack. There are also Warp items on some tracks that will warp you ahead in the race.



Top Passwords

Cheaters do prosper in Top Gear 3000. There are several password codes for this game that will start you out with extra items or credits. Having all the upgrades from the beginning will get your racing career off to a great start, but it won't guarantee you success!

CREDIT JACKPOT!



Enter **0000 0000 0000 0000 0000 0** as your password and you'll start the game in Merak with \$1,000,000.

ALL ITEMS



Enter **MICKMELANE** as your password and you'll start with the Jump, Attracter and Warp Items.

ALWAYS QUALIFIED



Use **MACKALAMEDIA** as your password and you'll automatically qualify for the next race, even if you do poorly.

Championship Mode



In the Championship mode, you'll race against 19 computer controlled racers through leagues based on several different planetary systems. As you race, you'll earn credits to upgrade your car. Your goal is to make it to the galactic core and ultimate victory!

UNDERSTAND THE NEED FOR SPEED



In a racing game, speed is good! Therefore, you'll want to upgrade your engine first, as this will give you a higher top speed.

GRAB THE BONUS



As you race around the track, you'll find all the yellow circles. These will give you valuable bonus credits or power-ups, such as an extra boost.

RECHARGE AND REPAIR



The red strips of road recharge your batteries and the blue strips repair damage. Obstacle obstacles and excessive damage will severely hinder your car's performance. Use your Decoder to recharge.

VS. Mode

TOP GEAR 3000

- 1 NAME
- 2 PLAYS
- 3 RACING
- 4 RACING
- 5 RACING
- 6 RACING

One of the coolest features of Top Gear 3000 is that it has multi-player modes. You can play with two to four human players (you'll need a Multi-Tap to play with three or four players), the four-way split screen isn't as much of a handicap as you might think, since most of the action is focused in a small area.



AGAINST HUMANS

You can play against up to three friends in the VS. Mode. There are four different cars to choose from, each with slightly different characteristics. Choose wisely since there are no upgrades in the VS. Mode. The four cars are: The Cheisty, which has high acceleration but low max speed and only medium boost; The Demon, with high acceleration, medium max speed and low boost; The Phantom, with medium acceleration, low max speed and high boost; and The Pogopus, with low acceleration, high max speed and medium boost.



AGAINST THE COMPUTER

You can also play in the four player mode against one to three computer-controlled racers. Again, you can choose from four different cars, just there are no upgrades. Without upgrades, the game becomes a pure test of racing skill. Probably because there are only four cars on the track, the computer opponent seems a little more skilled in this mode.

Still, if you want to race against the computer, the Championship mode is better because it has more depth.



284 PLAYER

VS. COMPUTER



The rematch of the decade is about to begin featuring the best martial arts experts from around the world. Join in the team battles or one-on-one elimination based on Takara's classic fighter. Long live the King!

WELCOME COMBATANTS!

Step up and enter the tournament! Fifteen fighters from around the globe enter the arena to vie for ultimate victory in Nintendo's Game Boy version of King of Fighters '95. For true fist-to-fist fun, one or two players can battle it out on their Game Boys using a Game Pak, or they can go head-to-head on the Super NES using a Super Game Boy. With 15 challengers, the game offers a good mix of characters and fighting styles. You can pick one combatant to take on all the other fighters, or you can opt for a group of three combatants to face your fearsome rivals in tag team fashion. Either way, to win this year's tournament, you'll have to defeat the villain's evil organizer, Omega-Royal, and his brainwashed sidekick before you'll be able to call yourself the true King of Fighters!

THE KING OF Fighters '95



Face Off

There are four different ways to play King of Fighters '95, two for single players and another two for those who want to fight it out with a friend.

Single Fighter

In this mode a single combatant takes on all 15 fighters, including a double, one-by-one in a best of three bouts series before taking on King's lieutenant and the fiendish Tager himself!



Team Attack

This option lets you pick a three-fighter team to pit against five teams picked by the computer. You'll keep playing until all your teammates have fallen or until you've defeated all the other fighters.



Player vs. Player

You can't determine the winner of the overall tournament in the two-player modes, but you can have terrific single matches between consultants or between two three-fighter teams.



Battle Basics

Every character in King of Fighters '95 comes complete with a unique set of special moves, but there are some common maneuvers that they all will use to do battle. You may not be able to take the tournament by using only this list of moves, but some of them can come in handy on your way to capturing the crown.



Throw ○○ + B or A

A throw can do some damage, but it won't work unless your character is very close to the other combatant.

Dash ○○ or ○○

Your character can quickly dash forward to take on a fighter and then dash back to avoid enemy attacks.

Dodge AB Simultaneously

By dodging, your character can avoid most enemy attacks, with the major exception of throwing maneuvers.

Provoke Select

Provoke allows you to lower your opponent's power meter for a moment, unless it's at maximum. It's a risky move, though, because it leaves you open for attack.

Strike ○ + AB

You can simply strike your opponent in a standing position, or you can jump and strike for an aerial attack.

Counterattack A or B (while dodging)

If your enemy has you pinned down with punches, just dodge and use a counterattack to get back in the game.

Saving Power ○ + AB

This ability lets you store up energy so that your attacks do more damage and so you can perform Super Special Moves.

Super Special Move (SSM)

All fighters can use Super Special Moves once their power meters reach maximum, but some characters' special moves are much easier to perform than others.

Fighters!

While every one of the 15 contestants in King of Fighters '95 is different, some share a common style of martial arts and many even belong to the same clan. Family rivalry has never been this interesting!

Joe Higashi

This unsurpassed master of Thai boxing is planning to win every bout with his unique blend of speed and versatile technique. He's a perfect pick for players who like a fighter who can brawl with finesse.

Maximum Uppercut	★★★★★
Stomp Kick	★★★
Liger Kick	★★★★
THF Punch	A Repeatedly
Golden Flash Hunter	★★★★
Scissor Uppercut	★★★★★

DOH

Yuri Sakazaki

Not only is Yuri well-studied in a form of the Kyokugen School of Karate that's exclusively for women, she's also Ryo Sakazaki's

little sister! Ready for a serious sibling squabble!

Tiger Flare Punch	★★★★
Sphinx	★★★★
Flash Kick	★★★★
Hammer Blow	★★★★★
Van Super Uppercut	★★★★★
Hard Slain-Kick	★★★★★
Flying Phoenix Kick	★★★★★

DOH

Shove St. Kick	+Charge ★★
Cross Cutter	+Charge ★★
Neck Buffer	+Charge ★★
Stone Dragger	★★★★
Feet Dragger	+Charge ★★

DOH

Jedah

Being the Supreme Commander of a band of mercenaries (he's actually Kalf's boss), Jedah has been known to strike a pompous pose while in battle.

Kim Kaphwan

A teacher of the beautiful art of Tae Kwon Do, Kim Kaphwan is determined to show the other participants in the tournament that his style is finer, faster, and more powerful than any other fighting method.

Crossed Mole Slain	★★★★
Flying Blast	+Charge ★★
Flying Kick	Charge ★★
Canoe Granchar	+Charge ★★
Phoenix Blotter	★★★★

DOH

Benimaru Nikaido

One of the toughest in the tournament, Nikaido is hoping to use his fierce kicking technique to knock all the other contestants (especially his close friend and rival, Kyo Kusanagi) out of the competition.



Lightning Fist	★★★★
Shin's Katsujigawa	★★★★★
Yield Kick	★★★★★
Yield Round Kick	★★★★★
Seiger Lightening Kick	★★★★
Maximum Blast Kick	★★★★★

DOH

Billy Kane

One of the few fighters who wields a weapon, Billy Kane has brought his big stick to this battle for the sole purpose of punning his bitter enemy, Terry Bogard. Here's a great grudge match in the making!

Club Beat	B Repeatedly
Spear Drop	★★★★
Club Blast	★★★★★
Spear Power Club	★★★★
Hammer Hurricane	★★★★★

DOH

Athena Asamiya

Athena Asamiya may be the youngest competitor in the battle, but because of her superhuman abilities, she's also one of the best. She has entered only to defeat the evil force that's behind this fight.

Peggle Ball Attack	★★★★
Peggle Reflector	★★★★★
Peggle Arrow	Charge ★★
Peggle Saver	★★★★
Glaring Crystal Ball	★★★★★

DOH



Sio Kensoo

Sio Kensoo has studied psychic combat alongside the super-powered Athena Acamys, but, unfortunately, he's under the mistaken impression that this gifted female fighter is his girlfriend!

Super End Attack	★★★★
Dragon Uppercut	★★★★
Dragon's Fling	★★★★
Dragon Tides Tear	★★★★
Dragon End Grabbing	★★★★

Terry Bogard

Terry Bogard is a brash but finely-skilled fighter who, despite having mastered the martial arts, still enjoys a good barroom brawl. Rather than winning for glory, he really just wants to make miscreant out of his enemies.

Jumping Kickout	★★★★
Power Wave	★★★★
Rolling Tackle	Charge +A
Crack Shot	★★★★
Power Dunk	★★★★
Power Gyro	★★★★

Ralf

Ralf may have a simple name, but his power is anything but simple. If you want to ensure a win, set the game on the easy mode and use Ralf's Vulcan Punch to paralyze your opponent!

Vulcan Punch	Super Invul
Cutting Attack	Charge +A
Super Argonite	
Crack Breaker	★★★★
Whirling Punch	Charge +A
Super Vulcan Punch	Charge +A



Yuri's big brother likes to go by the moniker "Immortal Dragon," and like his little sister, he's studied the Kyokugen style of karate. Let's see which one has been the better student!

Ryo Sakazaki

Tiger Fists Punch	★★★★
Lightning Legs	
Knockout Kick	Charge +A
Raha	★★★★
Washa Shokko-Kin	★★★★
Centurio Kick	★★★★
Jumping Tiger Fists Punch	Jump +A
Yubalgan Kick Dance	★★★★
Windy Fists	★★★★

Mai Shiranui

Possibly the best female ninja in Japan, Mai Shiranui has a long list of unique and stylish moves that make her one of the most graceful fighters in the tournament. The Super Deadly Ninja Bees is especially dazzling!

Shiranui	★★★★
Ryu-Ohja	★★★★
Deadly Ninja Bees	★★★★
Flying Squared Dance	Charge +A
Flying Squared Dance	Jump +A
Flying Dragon Blast	★★★★
Super Deadly Ninja Bees	★★★★

Iori Yagami

Although the Yagami and Kusanagi clans were once close allies, for over 600 years they've been nothing but bitter enemies. Iori would like nothing more than to best Kyo Kusanagi in battle and prove that his family's fighting style is superior.



Dark Threat	★★★★
Fire Ball	★★★★
Deadly Flower	★★★★
Dark Crescent Slice	★★★★
Madon Hammer	★★★★

Kyo Kusanagi

Kyo became the leader of his family's school of karate when his father was beaten by Rugal. By mixing martial arts and fire manipulation, Kyo wants to win the tournament so he can finally defeat this fiend. Unfortunately, he'll first have to fight his father!

Dark Threat	★★★★
Fire Ball	★★★★
Flaming Kick	★★★★
Crescent Slash	★★★★
Howl Wave Smash	★★★★
Serena's Blues	★★★★

Eiji Kisaragi

Last, but definitely not least, Eiji Kisaragi would like to be known as the best ninja in the world. This masked and mighty marvel is just the fighter for players who like a lot of moves and aerial action.

Spinn' Great	★★★★
Shadow Slicer	★★★★
Whirlin' Kick	★★★★
Wind Slash	★★★★
Burn Slicer	★★★★
Zantetsuko	★★★★
Shadow Attack	★★★★
Mystic Punch	★★★★



Player's Poll—Volume 93

Vote for your favorite games. Answer a few questions. Get a chance to win prizes in our Player's Poll Contest. What could be easier or more fun? Fill out the card and mail it in!

Check out the list on page 105, then write down the numbers for your five favorite games in order of preference, with your top choice first!

A. Super NES 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

B. Game Boy 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

C. Nintendo 64 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

D. Which five products are you most interested in playing?

1. _____ 2. _____ 3. _____ 4. _____ 5. _____

E. How old are you?

1. Under 9 2. 9-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex

1. Male 2. Female

G. Are you a subscriber to Nintendo Power?

1. Yes 2. No

H. Did you find the subscriber-only NES Power Tips booklet useful?

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1. Dash Render 2. Stormrigger 3. Doba Fat
4. IG-88 5. I didn't get the January issue

J. Do you like the idea of having multiple covers, with some being rarer than others?

1. Yes 2. No 3. I don't care

K. Which cover did you like best?

1. Doba Fat 2. Stormrigger 3. Dash Render
4. IG-88 5. I didn't see all the covers

L. Which of the following re-designed columns do you like the most?

1. Power Charts 2. Counselor's Corner 3. Anime
4. Player's Poll Contest 5. Now Playing 6. Pink Witch

Trivia Question: In *Star Wars: Shadows of the Empire*, how many challenge points are in Exegee's *Iron Collo Base*?

Answer: _____

Mail in your card now, and keep your fingers crossed!

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PLAYER'S

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THE GREAT ONE!



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One entry per person, please. All entries must be postmarked no later than March 5, 2001. We are not responsible for lost or misdirected mail. Do or check March 10, 2001, winners will be notified by direct mail among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other information for the purpose of advertisements as permitted on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The odds of prizes to entry cards distributed is 50/100,000. No substitution of prizes is permitted. All prizes will be mailed. To receive a list of winners, send your request in the address above after March 21, 2001.

GRAND PRIZE: The Grand Prize Winner will receive The NHLPA & NHL Present Wayne Gretzky's 3-D Hockey arcade game, a Wayne Gretzky's 3-D Hockey Cover Pak for the N64, six N64 and three additional N64 controllers on the side as of last or best choice, and four Controller Paks. Estimated retail value of all prizes is \$1,000. Taxes restrictions apply. Void where prohibited by law. Not open in countries of NOA, its affiliates, agents or their respective families. This contest is subject to all federal, state and local laws and regulations.

MOLE MANIA

Holey moley! Muddy Mole's entire family has been abducted by that malevolent mole-napper, Jinbel! It's a terrible predicament for the mild-mannered marmosets, but the scene is set for the most challenging puzzle-action game since the Adventures of Lolo series for the NES. As Muddy Mole, you must use your sharp sense and expert mole-hole-digging ability to clear the many rooms that stand between you and your anxious family. Time's running out—dig in!



QUEST MODE OR VS. MODE?

Choose Quest mode when playing solo or set up the Game Area and select Vs. Mode for exciting two-player action. In Quest mode, the object is to make your way through the mazes in each of eight stages. There is an automatic Save feature and unlimited Continues. In Vs. mode, you and your opponent can choose the room and start level; you each take turns in the roles of Muddy Mole and the Farmer. The goal is to sneak the other player with Callbags and the Axe while avoiding your opponent's hits.



This is the Level Select screen in Quest mode. As you clear the images, the appropriate stages open up to play.



This is an example of the Vs. mode screen. It's the classic battle of the Farmer against the hole-digging mole!

GOING DOWN UNDER

The object of Mole Mania is to reach the goal by the real (above-ground) exit. That's not as easy as it sounds, though, because obstacles and enemies will prevent you from reaching some areas. When blocked, you can dig to go under ground then resurface in another place. Choose your digging spots carefully, though. A poorly placed hole can cause problems later when you're trying to shove objects. The top lines in the photos show the path for steering the Black Ball; the lines show where to move other objects.



ONE

Stage One gives you four puzzle players a taste of the challenges you'll be ahead. Pay attention to all of the signs along the way—they contain helpful hints. The Stars on each map indicate a Bonus Room. You'll be a little more creative on this.

	1	2	3	4
A				
B				
C				
D				

C-1



Push the Black Ball one space to the right. There is an axe above that will be needed in clearing the room.

C-2



Remove the Black Ball and push it into that space from below. Stand, enter the Black Ball and shove it over your head.



You now have to position the Black Ball to the right and shove down to open the door. Remove it the moment!

TWO

A new obstacle debuts in Stage Two: the Door Spikes. You can push objects onto and throw objects over the spikes, but Muddy Mole has to jump over, so walking on the spikes is not possible. You'll have to find a way to or stay around.

	1	2	3
A			
B			
C			
D			

E-1



Eliminate all the enemies in the room with the Black Ball. If it falls into a hole, it will reappear in the upper left.



Send your first line of instructions: push the Black Ball all the way to the right and down one space into the spikes.



Push the ball down two spaces, then get an axe left side and tip it over your head. The ball will reappear in the hole with the axe.

THREE

Stage three contains a new object, the heavy Weight. Push these weights thoughtfully, because Muddy Mole isn't quite strong enough to pull them the way he can pull the Black Ball; use the force.

	1	2	3	4	5	6
A						
B						
C						
D						

B-1



From the upper right hole, use the Black Ball to eliminate the Rabbit. Then roll the ball over to the right wall.



Dig a tunnel from the top center to the left edge. Push the pin up through the upper right hole and push the pin left one space.



Push the bottom pin one space. The path to the door will now be clear.

KANGAROO



Manipulate the Spring Door Block, because it's important to the solution. Move the block into a hole in the wall.



When Kangaroo goes away, you will find the axe. Push the axe into the hole on the right wall.



Block the hole with enough to get Kangaroo out of the room, but pay close attention to the hole.

GOOD-BAY, SUNSHINE



When the door goes away, the ball will be in the hole. Push the ball into the hole.



Use the axe to cut the hole in the wall. If you get stuck, use the axe to cut the hole in the wall.



Remove the axe from the hole. Push the ball into the hole. The ball will be in the hole.

FUN WITH BUNTON



Stay well-guarded when Bunton is in the room. He will come back to you as long as you have the axe in the hole.



Dig a hole in the wall on the right side. If you're back in the hole, you can dig a hole on the right side.



When the ball is in the hole, the ball will be in the hole. The ball will be in the hole.

FOUR

1	2	3	4
1	2	3	4
1	2	3	4
1	2	3	4
1	2	3	4

Start only. Pipe Laid on long barrier, now objects that will help find orientation rapidly, easy progress. You can just yell and follow them. Care! Block still flows a hole, though, they sit there for good. Stack Barrel block underground passages to find before you turn.

1E1



Go underground and cover up all objects. Push the Weight right and up to the upper right corner.



1F1



Push the Heavy Weight against square, then go to the upper left corner and take out the Axes with the Barrel.



Slide the Weight down and to the right one space. Push the Barrel down the upper left to fill the top-left hole.



Move the Weight out and pull out the Box to clear the way for the Block. Push the Block right to the door.



Push the Heavy Weight into the door, then go to the upper right corner and take out the Axes with the Barrel.



Slide up to the left of the upper right corner. Push the Heavy Weight into the door, then go to the upper right corner and take out the Axes with the Barrel.



Push the Heavy Weight into the door, then go to the upper right corner and take out the Axes with the Barrel.



Push the Heavy Weight into the door, then go to the upper right corner and take out the Axes with the Barrel.



Push the Heavy Weight into the door, then go to the upper right corner and take out the Axes with the Barrel.

1G1



First, combine with the Block. Push the Block into the hole and cover up the square left.



Next, introduce the left Elbow. Pipe to the hole, then left corner. Remember that Elbow Pipes can only be pushed, not pulled.



Place the other Elbow Pipe in front of the hole. Push the Block down the right side, and then the Block out to the hole.

1H1



Slide the Barrel into the hole and cover the ceiling. Now push the Elbow Pipe out to the right as shown.



Move the Elbow Pipe to the upper left corner and throw the Block half through it. Push the Weight out and walk through the hole.



Throw the Light High-down and sliding onto it at the end. Move the Barrel into the hole and right corner.



Push the Block into the hole and walk through the hole. Push the Block into the hole and walk through the hole.



Push the Block into the hole and walk through the hole. Push the Block into the hole and walk through the hole.

1I1



Push the Heavy Weight into the door, then go to the upper right corner and take out the Axes with the Barrel.



Slide up to the left of the upper right corner. Push the Heavy Weight into the door, then go to the upper right corner and take out the Axes with the Barrel.



Push the Heavy Weight into the door, then go to the upper right corner and take out the Axes with the Barrel.



Push the Heavy Weight into the door, then go to the upper right corner and take out the Axes with the Barrel.



Push the Heavy Weight into the door, then go to the upper right corner and take out the Axes with the Barrel.

THE OLD WRENCHING



Enter the pipe into the hole and walk through the hole. Push the Block into the hole and walk through the hole.



Slide the Barrel into the hole and cover the ceiling. Now push the Elbow Pipe out to the right as shown.



Move the Elbow Pipe to the upper left corner and throw the Block half through it. Push the Weight out and walk through the hole.



Throw the Light High-down and sliding onto it at the end. Move the Barrel into the hole and right corner.



Push the Block into the hole and walk through the hole. Push the Block into the hole and walk through the hole.





Mighty Walls had been he ready for a tough fight in Stage Six, but they've crossed into the Sarnen labyrinth now. There are a whole lot of obstacles to do today's dirty work and have put their heads together to try to outsmart us here. Don't give up yet... you're almost there!

1	2	3	4	5	6
1					
2					
3					
4					
5					
6					



1 Dig a hole in the ground and come up in the left or top-right hole. Throw it in to get the spikes.



2 Move the Barrel across the lower-right hole. Come up under the Black Ball and maneuver it to the right to shove.



3 Like the Black Ball to shove into the Barrel. Place items in it so the holes above it form a solid path to get down.



4 Come through the hole, shove the Black Ball up and push it right into the obstacle. Come up through the top center space.



5 Pull up the Black Ball up, shove the Barrel forward and push it up in the Down Array. Pick it up to free spikes.



6 Above the bottom Barrel to the top, use to shove barrel, it will shove the Black Ball right, knock step.



7 Move the Black Ball down along the right side of the spikes and you have a clear shot at the door.



8 Move the Black Ball toward the left if you can't see it on the top Down Array. Shove it in the left and then shove left.



9 Move a Barrel left onto the middle Barrel. Use the hole near the door with no hole and shove the Black Ball down.



10 First, shove the upper right Barrel onto the spikes as shown to form a block for the Black Ball.



11 This region, just as there will get concentrated on taking out the top two obstacles right away.



12 Throw the Black Ball right. It will stop at the spikes.



13 Move the Black Ball toward the upper left and push it onto the spikes as shown.



14 When the Barrel up, then right, then shove down across the spikes to hit the lower right hole.



15 Go under and come up in the lower part of the screen. Pick the Ball off the spikes and put it in a hole.



16 Move the Black Ball in the same way. Use your arrow to take out the Spike.



17 When moving the Black Ball toward the door, be careful not to shove it or it will take one of the money bags.

THE SAMMY BROTHERS



18 The key to stopping these brothers lies in the strategy: push down about half, and the Black Ball will get it straight down.



19 When you get the Ball in the Down Array, push it into the Down Array, it will go away from the door.



20 The Sammy Brothers can make holes in the wall colored black. Shove into the lower and middle holes to escape them.



21 Repeat your attack using Down to break the hole at once in the lower hole.



STAGE SEVEN



Stage Seven might seem to be a cakewalk, but don't let Waddy Wad... Jake didn't expect you to get this far, but don't let that bother you. You're off to a good start, you are so close to searching his blasted den. Decide if you're bold as to the Sturdy Item from Stage Five, it might come in handy soon.

Tip



Push the Elbow Pipe into the hole from the left side, then push the Sturdy Item into the bottom left corner and to the Elbow Pipe.

Push the Black Ball to the top of the corner, and then stand on the hole to become the Black Ball's Boss.



Throw the Black Ball left, then quickly throw the Boss left to prevent the Ball from escaping back. You're home free!

Tip



Push the Elbow Pipe up into the hole. Then, the top Barrel left and it will be stopped by the Elbow Pipe.



Push the middle of the lower Elbow Pipe up into the hole. Then the Barrel left and the Pipe will hit the hole by the floor.



Throw the Black Ball down from the upper right corner and it will make its way to the door.

Tip



This region is a trick by now, so the proper thing to do is stand on the Black Ball straight up.



As close as the Black Ball comes to you and reaches the spot marked on the map, the barrel will fall. Drop the Barrel left.



Don't get too close to the hole, and if you think it's right, the Ball will rise the Black Ball to the door.

THE SNOW MAN



Sometimes you'll be away from the hole, but the Snow Man will be stuck at the hole. You'll have to push it back.



When you get off the Snow Man, you'll be left with a hole. You'll have to push the Snow Man back into the hole.

When you get off the Snow Man, you'll be left with a hole. You'll have to push the Snow Man back into the hole.

When you get off the Snow Man, you'll be left with a hole. You'll have to push the Snow Man back into the hole.

STAGE EIGHT

It takes a mighty mole to reach Stage Eight.

The battle isn't over, but get ready. Waddy Wad has the brains to outplay challenges he didn't even imagine, but now you know who that he has the brains to go against, not of the Boss, another time. It's the biggest hole the mole's ever had, so dig himself out of



COUNSELORS'

CORNER



MORTAL KOMBAT TRILOGY



HOW DO I DEFEAT MOTARO?

Depending on which difficulty level you've selected, Motaro can be incredibly tough or nearly impossible to defeat. No matter which warrior you've chosen, there are some proven methods for defeating this beast. You have to keep moving. Motaro can't use his bear attacks on a moving target. If he jumps toward you, hit him with an uppercut. You can use your combo attacks only when Motaro collapses to the floor.



Motaro can't use his bear attacks on a moving target, so stay in motion throughout the battle.



When Motaro jumps toward you, hit him with an uppercut. Use a combo when you knock him down.

?

HOW DO I CREATE A COMBO?

?

It takes patience to discover and create combos, but your hard work pays off when you add this lethal attack to your martial arts arsenal. Press a kick or punch button twice to start a combo. Depending on your

warrior, you'll have to experiment with each kick or punch until you discover a two-hit combo. After you've figured out a two-hit combo, try adding different punches or kicks until you have a three- or four-hit combo.

Once you have a four-hit combo, complete your attack with one of your character's special moves, or try moving the Control Stick in other directions while experimenting with various kick or punch buttons.



Experiment by pressing each kick or punch button twice until you discover a two-hit combo.



Try adding different punches or kicks until your two-hit combo becomes a four-hit combo.



Finally, add a special move to your four-hit combo or experiment with other kicks and punches.



KEVIN BEHRMAN

▶ DKC3: DIXIE KONG'S DOUBLE TROUBLE

Super NES

HOW DO I REACH SKY HIGH SECRET ON MEKANOS?

You'll need to do some serious trading before you can reach the floating island in Mekanos. See Blazard Bear in K3 and deliver his present to Blue Bear in Cotton-Top Cove. When you give Blue the present, he'll give you a bowling ball. Take it to Bazooka Bear in his barracks on Mekanos. Bazooka will load the bowling ball into his cannon, Big Boss, and blast the Kongs up into Sky High Secret.



Visit Blazard Bear at K3 to get the present, then deliver it to Blue Bear in Cotton-Top Cove.



Blue Bear will give you the bowling ball. Take it to Bazooka Bear and blast up into Sky High Secret.

?

HOW DO I READ THE FLAGS ON THE MAP?

?

The flags on the overworld map all tell a tale, but you need to know how to read them. A pink flag indicates that Dixie finished the level the

first time, while a blue flag lets you know that Kiddy yanked on the lever. A flag that barely flutters means that there are still Bonus Coins hidden in the level. An

unfurled flag indicates that you've found all the Bonus Coins. You'll see a yellow pennant attached to the flag if you have the DK Coins for the level.



A flag that barely flutters tells you that Bonus Coins are still hiding somewhere inside the level.



You've found all the Bonus Coins if the flag is unfurled and flapping in the strong breeze.



If you find the DK Coins in the level, you'll see a yellow pennant attached to the flag over the stage.

?

HOW DO I DEFEAT BARBO'S?

?

You must jolt Barbo's in three under-water chambers before she'll cry uncle. Use Ingard's bill to bounce the small Lurchina back into Barbo's face.

After you eliminate Barbo's protective shells, you can jab her between the eyes. You'll do this again in the second chamber after you have the homing shells back at

Barbo. Swim to the top of the third chamber to avoid Barbo's spiked attack. You'll have a few seconds to spike Barbo before she releases another A-Shell.



In the first chamber, jab at the Lurchina and bounce them back into Barbo's ugly mug.



Law the homing shells back at Barbo's face in the second chamber, then jab her between the eyes.



Gojo Barbo's spikes of back, then finish her off with two quick jabs in the third chamber.



▶ SUPER MARIO 64



HOW DO I REACH THE STAR ON THE HAUNT'S ROOF?

After you defeat Big Boo on his balcony, the star will spiral up to the top of the roof. To retrieve it, use your long jump to jump to the dormer roof near the balcony. After you reach the roof, run up to the top. You'll have to hold the Z Button to crawl up to the top of the main roof. Walk along the middle of the roof, then run down the platform and jump for your star.



After you defeat Big Boo, use your long jump and leg for the dormer roof next to the balcony.



Hold the Z Button to crawl up to the top of the main roof, then run down and jump for your star.

?

HOW DO I BREAK THE WALLS IN WHOMP'S FORTRESS?

?

You need blast away the sharp corners on the walls of Whomp's Fortress to find the sixth star. This is a tough challenge because it's hard to find

clues on what you need to do. Slide down the barrel of the cannon and aim at the corner of the brick wall near the rotating bridge. If you chip off the corners of the

two sharp walls near the cannon, you'll find the sixth star. Climb up to the bridge to retrieve the star or jump inside the cannon and blast to the top of the fortress.



This sharp corner on Whomp's Fortress hides the sixth star. Blast Mario into it until it breaks apart.



While you crawl, chip both corners off the sharp edged walls, only one conceals the sixth star.



After you locate the star, climb up to the bridge or hop back in the cannon and shoot up to the ledge.

?

WHERE IS THE METAL CAP?

?

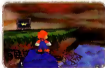
You can find Mario's Metal Cap in any of the Green Blocks throughout the game, but first you'll need to hit the green Metal Cap

Switch. You'll find the entrance to the Metal Cap Cavern in Dome's Lake, in the Hazy Maze Cave inside the basement of the Castle. Guide Dome to

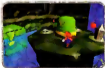
the double steel doors along the shores of the lake. Jump off Dome, enter the doors, and dive into the Metal Cap Cavern course.



The transparent Green Blocks will turn solid after you find the Metal Cap Switch in Hazy Maze Cave.



Guide Dome across the lake to the double steel doors leading to the Metal Cap Cavern.



After you enter the Metal Cap Cavern, jump across the water and up to the green switch.



CASTLEVANIA II: BELMONT'S REVENGE



HOW DO I DEFEAT KUMULU AND NIMBLER?

Kumulú and Nimblér are two infighting rams that live in the Plant Castle. To defeat the beasts, you'll have to avoid the spiny of three energy shots each monster shoots from his mouth. The infants won't hurt you unless you run into them. Stand on the elevator in the center of the room. Whenever a ram drops his trident, use your whip or special weapon on his head. You can also use your whip on the inbound energy balls.



Kumulú and Nimblér's tridents won't jab you, but watch out for their lethal energy bolts.



Use your whip or special weapon on each monster's head whenever he drops his trident.

?

HOW DO I DEFEAT DARK SIDE?

?

Dark Side is the cloaked figure floating around at the end of the Crystal Castle. He wields a magic staff that controls the thunder clouds overhead.

Side often turns invisible and reappears as a gem where you are standing. You can hurt him only while he is in gem form. Hit the gem until Dark Side fully materializes as a

cloaked figure, then run to the other side of the chamber before Dark Side's lightning can strike you on the head. Repeat this technique until Dark Side is washed up.



Dark Side appears as a gem on the floor. This is the only time he'll feel the pain of your whip.



Hit the gem until Dark Side transforms into a cloaked figure, then run for cover.



Avoid the lightning controlled by Dark Side's staff and wait for him to fade into his gem form again.



In the USA Call:
1-800-288-0707

\$9.99 per month. Callers under 18 need parental permission to call.

Q&A FAST FACTS

Or write to: Consultants' Corner, P.O. Box 30003, Redmond, WA 98073-0003

In Canada Call:
1-905-451-4470

\$12.99 per month. Callers under 18 need parental permission to call.



PER YOUR '96

- Q:** I can't get a handle!
- A:** You can take handles only in Practicore mode.
- Q:** Why is my toe stick flying left or right when there is no wind?
- A:** It depends on where your stick meter stopped when you tapped the A button. If the meter is left of the 0% mark, the ball will go left. If it's right, the ball will fly right.

COLLEGE SLAM

- Q:** Can I break the backboard?
- A:** Yes, but you can't control when it happens. A player with a high dunk ability will automatically shatter the backboard some time during the second half.
- Q:** How do I use an extra power boost?
- A:** Hold the turbo button and press forward on the Control Pad four times. The boost knocks over any opponent in your way.

YOGI BERR IN YOGI'S GOLDRUSH

- Q:** Is there more than one ending?
- A:** Yes. You must save Jellystone Park by collecting all of the coins in the twelve action scenes in the game to get the best ending.
- Q:** How do I get extra continues?
- A:** You must collect 99 pirate looties in the arena. You need it the same stage.

ARENA

NP'S

BATTLE ZONE

SUPER MARIO 64



Little green Luigi's here! It's time to make Koopa the Quick to the Top of the mountain in Big-Boo's Battle Field. John Pabian of Livonia, Michigan made it to the flagpole in 37.9 seconds! How fast can you run the course? You might have to put on your Wing Cap-er, thinking cap and carefully plan your route to the summit. Take a photo of your time after you touch the flagpole, and send it in to the arena.

The top 25 fastest times will trot away with four Super Power Stamps, good for cash off gear in the Super Power Supply Catalog!

CHALLENGE #1

WAVE RACE 64

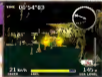
Cut the perfect wave as you flip, dip and bound through rings, tackling up the most stunt points in North America! This month's Wave Race 64 challenge is for the highest score in stunt mode. Select Dolphin Park and catch all the rings as you pull off your most dizzying acrobatic moves. How many points can you score before time runs out? 20,000? 30,000? You can do better than that! The top 25 scores will ride away with four Super Power Stamps.



CHALLENGE #2

PILOTWINGS 64

How fast can you dash through Crockett Island's tunnel using the Jet Pack? Taking a photo of your finishing time can be tough, but there's an easy trick to getting the best results. Pause your game as soon as you fly through the goal ring, then set up your camera. When you're ready to snap a picture, hit the pause and take your best shot. You have about three seconds to snap your photo before your time fades away. The top 25 times will fly off with four Super Power Stamps.



PUT ON YOUR BEST GAME FACE!

This fun challenge doesn't require much skill, but it will test your creativity! What's the best Mario expression you've ever created in Super Mario 64? You can learn more about making faces on page 7 of your Super Mario 64 instruction manual, or you can experiment for yourself using the A and R Buttons with the Control Stick. Take a photo of your best game face and send it in to the Arena. If we use your Mario face in a future issue, you'll pick up four Super Power Stamps.



FEBRVA

NP

MCMXCVII

ARENA

KILLER INSTINCTFastest Killer Instinct without using a
Continues (Volume 07)

Indiana (Volume 07)

Scott Aton
Jason Blyss
Kevin Stapp
Matt Barlow
David Chandler
Albert Baker Chen
Michael Clark
Leo Corlino
Justin Darnell
Derrick DesBarres
Philp Eggleston
Karl Evans
Adam Fry
Fritziwe Gauthier
Bobbi Goldberg
Nolan Jacobs
Nathan Jelicic
Eric Johnson
John Krupp
Danny Li
Joao Magalhães
Travis Muzala
Jason McLean
Kenny McIntosh
Alan Pagan
Eric Palano
Dwayne Richards
Zachary Silver
Robert Vignato, Jr.
Matthew Vuolo
Matt Wino
John Woodring
Evan Youselin

Alabama (07)

Riverside, CA
Pensacola, FL
Mt. Vernon, OH
Wetumpka, WV
Oxnard, CA
Monroeville, CA
Pulaski, SC
Houston, TX
Jefferson, NC
Millsville, FL
Carrollton, CA
Cottage Grove, OR
St. Louis, MO
Chickadee, PA
Danbury, NC
Wilmington, NC
Independence, KY
Palatka, IL
Osnaha, MI
El Monte, CA
Caldwell, NJ
Kannabe, HI
Eggen, OR
Coeys, NY
Los Angeles, CA
Greaser City, TX
Cincinnati, OH
Newton, NJ
Bremen Marsh, NJ
Clarks, IA
Germantown, TN
Madison, PA
Rensselaer City, WA

Richard Hill
Travis Johnson
John Kemp
Jonathan Rank

Paul Larson
Justin Lorenz
Rymond MacDonald
Stephen Matkowiak
Alexander Nguyen
Derek Olson
Kurt Polivinski
Vince Robinson
Brian Rogers
Joshua Santos
Justin Schultz
Sean Sheop
Zachary Shivers
Kevin Sotter
David Taylor
Eric Yaltes
Tyler Watson
Nick Wilson
Anthony Zander
David Zeland

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Denville, NE
Hollywood, MI

Abbeville, VA
Omaha, NE
Lithiafield, BC
Smock, PA
Salem Hubert, PQ
Duluth, MN
Greenfield, WV
Bellefonte, CA
Masonville, IL
San Jose, CA
Olin, IA
Cremora, PA
Norwalk, NJ
Baldwin, NY
Forsyth, CA
Ward, HI
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Ivan Clay
Dimitri Canto
Matthew Daniels

Christopher Davis
Tobias Dondling
Evan Polley
Nick Bourdas
Albert Galliard
Theodore Gaskins
Frederic Harling
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Steven Isaacson
Stephen King II
Drew Kochert, Jr.
Elly Kuhn
Joseph Lora
Samuel Lussac
Jeffrey Link
Alan Long
EJ Miller
Anthony Northwest
Eric Pollard
Michael Sherry
Alan Sanchez
Bobby Sandberg
Steven Schacht
Mark Shaw
Matt Shy
Jason Shugart
Ethan Soltes
Charles Steinbock
James Stronawa
Drew Stronaw
David Tansman
Michael Tawney
Bryan Valente
Wale Walker
Yang Yu
Kellie White
Michael Wilson
Wayne Wong
Tony Zan

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St. Collins, CO
Tomball, TX
Shirley, FL

Talbots, OH
Baltimore, MD
Jackson, NJ
Arcata, CA
Portland, OR
Newark, NJ
Jefferson City, MO
Missoula, WA
Astoria, NY
San Jose, CA
Sausalito, WA
Georgetown, WV
Cedar Falls, IA
Hart, TX
San Diego, CA
Casper, WY
Middletown, OH
Greenfield, MO
Watkins, NY
Wichita, IL
Raleigh, NC
Minneapolis, MN
Oak Harbor, WA
Richfield, IL
San Jose, CA
Aberdeen, WA
St. Marys, WV
St. Joseph, MO
Fayetteville, NE
Nashville, TN
Atlanta, TX
Northfield, CA
Los Angeles, CA
Sarasota, FL
Great Bend, NY
Westminster, CA
Atlanta, GA
El Paso, TX
San Francisco, CA
Lubbock, TX

SUPER MARIO RPGBest Times on the Maleville Mountain Mine
Cart Ride (Volume 06)

Joe DeBenedy
Mike Hataly
Harry Bremer
Michael Senter
Dennis Klischko
Dwayne Hill
Kazuhito Goto
Robert Basso Jr.
Ilya Joy
Sean Arnold
Keith Salgado
Eric Yaltes
Gory Hiller
Clinton Havelock
Diego Parlow
Maurice Carpenter

Ervington, MA 2:53.83
Marion, IL 2:53.86
Brookfield, WI 3:03.23
Hohenwald, TN 2:54.85
Kansas City, MO 2:55.81
Lakewood, CA 3:37.81
Greensburg, PA 2:34.15
Laditton, PA 2:26.25
Jamestown, ND 2:06.01
Newport Beach, CA 3:04.28
Croton, NY 3:17.95
Miami, IL 2:18.49
Lakewood, CA 3:18.50
Lynchburg, TX 2:19.51
Windsford, MI 2:19.00
Salmon, OR 2:15.87

MEGA MAN X3

Completed the Elzet Haxnet Stage First

Franklin Alford
Jonathan Alford
Todd Anderson
Eryn Barrett
Patrick Brady
Brian Carter
Thomas Casale
Leopoldo Chaves

Houston, TX
Meadville, PA
Dearborn, MI
Middlestown, OH
Edison, NJ
Portland, OR
Miami, FL
Farmingdale, WV

PILOTWINGS 64Fastest Times for Landing 20 Balloons and
Landing (Volume 06)

Chris Andros
Scott Ivler
John Rapert
Wayne Caputo
David Henderson
Tom Young
Aaron Smith

Sutton, NJ 1:04.51
Erie, PA 1:42.37
Rochester, WI 3:00.83
Saratoga, FL 1:51.91
Houston, TX 1:52.83
Lancaster, PA 2:04.57
San Antonio, TX 2:13.48

YOSHIS ISLAND

100% scores in all six worlds (Volume 07)

Eric Aiken
Tom Bantz
Jason Baser
Andrew Elyk
Adrian Batur
Jeremiah Brewer
Jeremy Casalbano
Felix Cicotta
Jon Curran
Derek Doney
Andy Dietrich
Aaron Faulkner
Jason Goodwin
Jeremy Hall
Dh Havelock
Ryan Hughes

Fort Wayne, IN
Ridgecrest, CA
Tucson, AZ
Aur, MO
Madison, WI
Delaware, IL
Oceanside, CA
Fondling Hills, MA
Williamsville, NY
Belleville, MI
Wetzel, MI
Greenwood, IN
Orlando, FL
Reading, PA
Melrose, OR
Cedar, WA

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than March 18, 1997. The top-qualifiers receive four SuperPower.

Stamps: Include your Super NES or M4 in the photo of your high score. Dim the lights and take the best low photos without a flash! If you're taking a photo of a Game Boy, place them in a cartridge.

Address entries to
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YOUR POWER GUIDE TO THE LATEST RELEASES

February 1997

GAME BOY

PLAYING

Super NES



Once you've korted this rocer home, you'll need to install seatbelts on your couch.

Fantastic isn't a word, but it should be. Once you've started playing Nintendo's latest, Mario Kart 64, you'll see what we mean. This is another must-play Pak. A lone Karter can race in Grand Prix mode, trying to prove his or her superiority to the quick-witted N64, or enter the Time Trial mode, hoping to set world records on different courses. With the use of the Controller Pak, you can save your best races in Ghost Mode and try to beat your own best times. With two players behind their Controller Sticks, you can



choose between the Grand Prix, VS and Battle Modes. If three or four players compete, they can play VS or Battle Mode. Each of the eight characters have come from hit Nintendo games to join in the racing, and each has special attributes, such as quick acceleration or good cornering. As for the courses, there are four Cup Tournaments with four races in each Cup for a total of 16 courses. In addition to the roadrace tracks, there are four Battle Mode courses where the single motivation is to knock off the other players. You can fire a wide variety of Koopa shells, drop banana peels, power-up your kart with Mushrooms or make use of several other items found along the road. The lead tends to shift back and forth, but you almost always have a chance to catch up to the leader if you drive smart and get a little luck or the right power item. Be sure to stop by and take a look at this month's complete track and strategy review for Kartes.



+ Great fun, four-player action. Excellent graphics and play control.

- Individual screens in the four-player mode are too small to see details on small televisions.



Mole justice is served at long last. Rejoice!

That's no varmint. That's Digger D. Mole, showing you how to have fun digging up dirt on Nintendo's Mole Mania for Game Boy. It's a new role for the mole in video gaming. Up



to now, mole's have been the cannon fodder of arcade whack-a-mole games or have made only brief appearances, like the mole folk in Super Mario RPG. But now the day of the mole has arrived, and it's about time. In Mole Mania, you

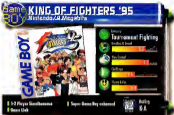
must navigate through dangerous territory, sometimes moving above ground, sometimes digging tunnels beneath traps or obstacles in the two-layered action. The goal is to move a ball through the exit, but doing that isn't easy. You'll need solid planning, puzzle solving skills and a lot of repetition. Beginning with simple, tutorial stages, Mole Mania quickly becomes a brain-buster of the most engaging sort. While curving the levels, you'll find it difficult to put down. That little voice in the back of your mind telling you to eat and sleep will be drowned out by the imperative to dig around



corners and through caves. For those of you who remember HAL's old Lolo games, you'll appreciate the mix of action and puzzle elements. It's a perfect fit for Game Boy and it's even better on Super Game Boy with lots of color and a catchy tune. We strongly recommend that you dig into this month's Power review.

+ Excellent puzzle action. Lots of challenge. Two-player mode. Super Game Boy enhancements. Battery.

- Uneven mix of easy puzzles and brainbusters with one single level.



Tiny-fisted ferocity for Game Boy fighters.



to now, mole's have been the cannon fodder of arcade whack-a-mole games or have made only brief appearances, like the mole folk in Super Mario RPG. But now the day of the mole has arrived, and it's about time. In Mole Mania, you must navigate through dangerous territory, sometimes moving above ground, sometimes digging tunnels beneath traps or obstacles in the two-layered action. The goal is to move a ball through the exit, but doing that isn't easy. You'll need solid planning, puzzle solving skills and a lot of repetition. Beginning with simple, tutorial stages, Mole Mania quickly becomes a brain-buster of the most engaging sort. While curving the levels, you'll find it difficult to put down. That little voice in the back of your mind telling you to eat and sleep will be drowned out by the imperative to dig around



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+ Good for two-player action. Super Game Boy enhanced.

- Too easy as a single-player game.



King of Fighters, like so many classic fighting games, has now made its way to the Game Boy in a fun, fast form from Nintendo. This is not a serious fighting game, by any means. Street Fighter 2 and K3 fans, or fans of the original SNK game, will be horrified at

the ease of thrashing opponents on the small screen. Instead,

think of it as good finger exercise with a high reward factor: if you pick it up and



turn it on, chances are you'll win. On the other hand, winning can be fun. The special moves are easy to learn and more impressive than those in

Toshinden (and, unlike that game, the screen text won't make

you question whether it was programmed on Mars.) Like all

fighting games, this one is made to be played in VS Mode, so judging it by its AI is as misleading as judging a basketball player on his ability to dance the Macarena. As a two-player match, King of Fighters' weaknesses become its strengths—it is easy to

learn and fast—and its Super Game Boy features mean that you can duel with a single Game Pak rather than the two required for Game Linking.



Sunsoft's classic WB teen romp for Game Boy returns.

Before there was Space Jam, there was Looney Tunes, and instead of appearing on the silver screen, it appeared on the black and white screen of Game Boy back in 1992. Now you can find the game again since Sunsoft is rereleasing it. What you'll find is a classic platform game with seven stages of hop-



ping, flying, shooting and running. Each stage features a different Looney Tunes hero and most stages offer a different type of play, but all of them are easy to learn. The heroes include Daffy, Tweety, Porky, Taz, Speedy

Conezani, Road Runner and Bugs. Michael Jordan is nowhere to be found, but there's plenty of fun for one-player.

- + Good graphics and play control
- Not overly challenging



Are blood-sucking vampires getting you down? Fight back with this classic pok.

The curse of the Belmonts is that they are forever hunting the same quarry—Dracula. It must get frustrating, but for fans of the Castlevania series from Konami, the thrill of the hunt never dies.

Part of the attraction with these games is that they are so easy to grasp, yet require great skill to defeat. Castlevania II: Belmont's Revenge is no exception to that rule. Your job is to take back four castles from their ghoulish occupants. Cracking your whip, throwing your axe and hurling infernos of Holy Water will clear out the evil beings. That's when a new castle appears and you realize that Drac's back! If you haven't played this or any of the Castlevania games, you owe yourself a deliciously evil treat.



- + Good graphics. Good play control. Medium challenge.
- More of the same. Castlevania action. No innovation.



Here's a little something for those boys who you feel like a Wookiee.

Following the success of Super Star Wars, LucasArts and Sculptured Software teamed up again to produce Super Star Wars: The Empire Strikes Back. They didn't want simply to repeat their formula; they wanted to add to it. So in the new game, Luke was granted Force powers and the snow speeder stage raised Mode 7 flying to a new level. In many ways, Super Empire is the next best thing to Shadows of the Empire.

- + Great graphics and sound. Invoking.
- Play control can be touchy. Unseen challenge.



Super Return of the Jedi
The Original Game Boy Release

Action
 Difficulty: 3.5
 Fun Level: 4.5
 Gameplay: 3.5
 Sound/Use: 3.5

1-Player
 19 stages
 Originally released in 1984

Rating: 1.8
 NES

So your mother was an Ewok and your father was a Bantha? Hova we got a game for you.



Super Star Wars: The Return of the Jedi closed the series of games from LucasArts and Sculptured in some ways it was the strongest of the trilogy, but in other areas it fell a bit short. Two new characters join the team, but the Made 7 flying stages are not as good

as in Empire and some areas are very easy. Making up for much of that is the challenge of the remaining stages in Super Jedi. Battling the Rancor and searching the desert of Tatooine will keep even the most jaded Jedi leaping for more.

- Beautiful graphics, great sound. A real Star Wars experience.
- Twisted play control and uneven difficulty.

Pro's Picks SP 1.8 1.8 1.8 1.8

Top Gear 3000
Kemco's Release on the NES

Racing
 Difficulty: 3.5
 Fun Level: 4.5
 Gameplay: 3.5
 Sound/Use: 3.5

1-4 Players Simultaneous
 1-4 tracks
 Originally released in 1991

Rating: 1.8
 NES

Interplanetary racing comes down to earth.



If the idea of racing hot cars on alien planets appeals to you, then Kemco's release of Top Gear 3000 for the Super NES should be good news. Granted, your car looks a lot like a '70s muscle machine, but it can achieve top speeds of around 200 mph. Your tournament winnings can then be spent to spiff up your car with new stuff such as engines and boosters. Top Gear 3000 isn't Mario Kart 64, but it is a fun Super NES racer that's easy to pick up and play. Kemco's limited release may make it difficult to find, but you can call Kemco consumer service at the following toll free number: 1-800-287-7507.

- Fast and easy to drive. Lots of tracks.
- 8 letter password code is too much.

Pro's Picks SP 1.8 1.8 1.8 1.8

Pro's Picks

If you like the same types of games as our pro players, then check for his or her seal of approval.

- SP** Scott—Sports, Simulations, Adventure
- HS** Henry—Fighting, Action, Sports
- 90** Dan—Action, Adventure, Puzzles

1M Terry—RPGs, Simulations, Puzzles

P5 Paul—Fighting, Sports, Simulations

LS Leslie—RPGs, Simulations, Adventure

Power Meter

The Power Meter ratings are derived from pro evaluations using a five point scale with five being the highest score possible for a category.

- Graphics & Sound
- Play Control
- Challenge
- Theme & Fun

IDSA Ratings: These Independent Digital Software Association ratings reflect appropriate ages for players.

To contact the IDSA regarding the rating system, call 1-800-771-3272

Early Childhood	Kids to Adults	Teens	Adult (16+)
Mature (17+)	Contents that were allowed prior to the implementation of the rating system are designated NR.		

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

This month's Pak Watch unveils an almost complete Doon 64 and the first shots of War Gods for the N64. You'll also find out what's happening in the Game Boy world and how some gamers are trying to become the world's fastest Kärter.



WAR GODS

Many's stable of arcade games seems to follow a pattern: The latest tournament fighter, War Gods, will be out on the Nintendo 64 during the first half of the year. Here are some early action shots of the game, done in the style of the original character, if you've dropped your controller. The game, set in a world where lightning bolts are used to power up characters, War Gods follows in the

style of Mortal Kombat, looking more like a 3D fighting game rather than polygonal characters.



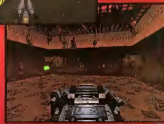
style of Mortal Kombat, looking more like a 3D fighting game rather than polygonal characters.

**EXCLUSIVE
FIRST
LOOK**



DOOM 64

Last summer Nintendo Power brought you the first look at an early version of Doom 64 from Midway. Now, the game is almost complete, so we thought you might like to see how it is turning out. (Prepare to salivate!) Wow! The graphics on this 3-D shooter were enough to blow us away without a single shot being fired. The reason of the textures used on the walls, floors, ceilings and other structures in the game would be simply the best we've ever encountered in a video game. The artists at Midway's San Diego development house also excelled at creating sprites for enemies. The combination of using high-res sprites, like the characters in DCC II, and super-detailed tex-



NEWS Source Extra

PUBLISHER - Midway

DEVELOPER - Midway

MEMORY SIZE - 64 Megabits

SAVE FEATURE - Controller Pak

ture maps on polygons turn out to be a winner. You get the best of both methods. Fans of the PC Doom, Doom II and Quake games will be stunned to see a video game that runs circles around what their beloved platforms can produce on the screen. As for the action, the search and destroy nature of previous Doom games has been preserved and the areas are all new. As a space marine trying to stop an invasion of aliens, your mission is to destroy the invaders no matter what it takes.

Midway has promised Nintendo Power the first finished Alpha version of the game, which we will preview in an upcoming issue. Until then, feast on these 364 hourlies and dream of just how far gaming has come, and how far it can go.



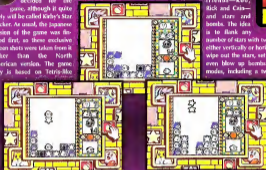
KIRBY'S STAR STACKER

Kirby is coming back to Game Boy this spring in a new puzzle game developed by HAL Laboratories for Nintendo. At this point, no final name has been decided for the game, although it quite likely will be called Kirby's Star Stacker. As usual, the Japanese version of the game was finished first, so these exclusive screen shots were taken from it rather than the North American version. The game play is based on Tetris-like

action in which you have to arrange falling pieces. In this case, the pieces consist of Kirby's friends—Kee, Rick and Coo—and stars and bombs. The idea is to flank any

number of stars with two of the same characters either vertically or horizontally. If you do, you'll wipe out the stars, set off chain reactions, and even blow up bombs. You can play in four modes, including a two-player mode, a Time Attack, a Round Clear mode and the basic Challenge mode. The game seems simple at first, but the strategies for scoring big cascades can be very involving. Kirby's new puzzler should be ready for release sometime in early spring.

**EXCLUSIVE
FIRST
LOOK**



GAME & WATCH GALLERY

Another Nintendo Game Boy offering due out in March or April is a collection of classic arcade games from the world of Game & Watch. These handheld, stand alone, Game & Watch games from Nintendo used simple LCD graphics in a series of simple action games dating from 1980 to 1983. Although the action was often limited in these games, the difficulty could become great as the speed increased. Nintendo is now putting four of the most popular Game & Watch games into a single Game Boy pak with updated graphics and Super Game Boy enhancements. You can play with the original, or classic graphics, to relive past glories, or watch the much prettier Modern mode featuring today's top Nintendo characters. The games include Fire, Marble, Octopus and Oil Panic. In each, the task is something simple, like stealing the treasure that is guarded by the Octopus, saving people jumping out of windows in Fire, placing the manhole cover on the holes to prevent pedestrians from falling into the sewer, or catching the dripping oil in Oil Panic. Winners will be able to view the Game & Watch



NEWS **Source Extra**

PUBLISHER - Nintendo
DEVELOPER - HAL Laboratories
MEMORY SIZE - 4 Megabits
GAMES - 4 Game & Watch titles
SAVE FEATURE - Battery-backed memory

Gallery as a sort of prize, and learn more about these original four games and a dozen or so other titles. You will be able to ease into the middle of the action, as well. Game & Watch games won't be for everybody since the action is so simple, but for players who want a quick diversion at a low price, this Pak will be hard to beat.



TUROK GETS COMPANY

It looks like Acclaim is jumping onto the N64 bandwagon in a huge way. Inside Park Watch sources have revealed that work will begin (or has begun already) on five new titles from Acclaim. Heading the list of new games is a racer from the in-house development group at Probe.

Ultimate Race, a racing game using futuristic like vehicles rather than cars, will head the list of new games. Quarterback Club '96, under development at Acclaim's Iguana development house, will probably



The original Turok.

be the first football sim for the N64. This is particularly exciting news now that Turok has proven Iguana's talent for N64 development. Even better news is that work will begin on Turok 2, also at Iguana. But that's not all. Probe will also create an N64 title called Condensed, which is said to be a 360 degree Doom-like game with movement in every direction. Finally, Acclaim's third powerhouse developer, Sculptured Software, will work on a WWF wrestling game. It's been a while since we've heard from this Utah-based developer, but Sculptured's track record is as good as its name. Although the names of these games may change and we have no set release dates, it seems likely that we will see the first of these titles by the end of 1997.

LINK'S REAWAKENING

The finest adventure ever made for Game Boy (or possibly any video game system) returns this spring when Nintendo re-releases The Legend of Zelda: Link's Awakening. Link's sprawling, whimsical adventure



on the island of Koholint contains everything you could want from an adventure and more—dark dungeons, friends and allies, strange characters, exploration, lots of items and weapons, horrible enemies and a twisting storyline to tie it all together. Link's Awakening first appeared back in 1993 and became an instant hit. It has dominated the Power Charts every month since then, most often in first place, which is a record equaled by any other game. For players who missed Link's Awakening the first time around, you have a magical discovery waiting for you.

GRIFFEY BASEBALL FOR GAME BOY

To celebrate the beginning of the 1997 Major League Baseball season, Nintendo will unveil a new Game Boy baseball title featuring Ken Griffey Jr. in April. The game, currently in development at Software Creations in the U.K., is a direct translation of Ken Griffey Jr. Presents Major League Baseball, the first Super NES game endorsed by the Mariners' all-star



outfielder. The new game contains all the features of the original including major league teams, full and short seasons, two-player mode (with a Game Link or Super Game Boy) and the All-Star game. The bat-

tery-backed memory in this four megabit pak will store your season rankings and other information. There's even a two-player Home Run derby option. The play mechanics are very close to those in the original Super NES title; pitchers have good control, batters can hit up or down for extra power, and fielding includes overhead radar to help you zero in on the ball. There's also an arcade mode to help speed play along, not to mention the fun, arcade-style animations in which angry batters break bats over their knees. The original Super NES Griffey was an all-star and this Game Boy version looks like a sure bet for the MVP (Most Valuable Pak.)



MORE ADORE THE N64

Flights of Fantasy, a weekly, satellite TV syndicated review show covering movies and video games, nominated nine Nintendo games for awards this year from any other company. For the FCF judges, Super Mario 64 turned out to be the best game of the



Flights of Fantasy: Incredible timing!

year. Super Mario 64 also won the awards for Most Fun and Best Play Control while Shadow of the Empire won the award for Best Graphics. With that in mind, get ready for the

annual Power Awards in next month's issue. You'll have your chance to vote on the best games of the year.

In other N64 news, it seems that Midway will now be working on the N64 version of Quake, the best-selling sequel to the Doom series of shooters from id Software. Occan sent us the first full screen shot from its Windows. Inexpensive game, showing for the first time the semi-transparent image of the player-character. In this picture, you can also see a selected gadget, your weapon and a clock. Besides looking very cool, the shot indicates how close Occan is getting to a playable version of MQ. We hope to report on a demo very soon.

Finally, we have unconfirmed (but highly reliable) information that Konami will release its acclaimed soccer game, Perfect Striker, in North America, perhaps as early as May or June. Perfect Striker was considered one of the top N64 games shown at Shoibiki last November. It features ultra-realistic animation, great control and unbelievable sound.

MARIO KART 64 CHALLENGES JAPAN

Mario Kart 64 players in Japan are locked in competition for the national title of fastest Karter. At over 5,000 Nintendo Entertainment Shops in Japan, Karters can get Mario Kart Time Trial cards and enter the competition by recording a time of one minute, 30 seconds or less on the Mario Raceway track. The time is checked on the Course Pak at one of the official shop locations



and entered in the official record. 10,000 registered participants will receive special Golden N64 Controllers while the people with the top 1,000 times will have their names published on the World Wide Web and in Japanese gaming magazines. The drivers with the top ten times will also appear on a weekly Nintendo video game show. If you think all of this sounds pretty cool, so did we at Nintendo Power. So we decided to hold our own Mario Kart 64 Time Trial. You'll find the details in the March issue of Power and on Nintendo Power Source on AOL and the World Wide Web.

1.6 MILLION AND GROWING

Nintendo of America sold over one and half million Nintendo 64s in the first three months following the video game system's release in North America, and even then the demand outstripped the supply. If you haven't managed to find an N64 to call your own, don't despair. More N64s are arriving every day! With so many new N64 owners, the same type of supply and demand problem may arise when you try to find the most popular games, such as Super Mario 64, Star Wars: Shadows of the Empire and Mario Kart 64. No one said it was going to be easy.

RELEASE FORECAST



BLAST CORPS
DARK RIFT
DOOM 64
FIFA SOCCER 64
GOLDFEYE 007
HEXEN
LAMBORGHINI 64
MISSION IMPOSSIBLE
ROBOTECH: CYGNET DREAM
STAR FOX 64
TURBO: DINO-AUR HURTER
WAR GODS
WCW

SPRING '97
SUMMER '97
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SUMMER '97
SPRING '97
SUMMER '97
FALL '97



BUNSWICK'S WORLD TOURNAMENT
OF CHAMPIONS
HARVEST MOON
TIMON & POOMRA

SUMMER '97
SPRING '97
SPRING '97



GAME & WATCH GALLERY**
HORCLES
THE HUNGRIACK OF NOTRE DAME
KIRBY'S STAR STACKER
KEN GRIFFY JR. BAGERALL*
LEGEND OF ZELDA: LINK'S AWAKENING**

SPRING '97
SPRING '97
SPRING '97
SPRING '97
SPRING '97
WINTER '97

*NAME UNDECIDED
**RELEASE DATE TITILE



TUROK: DINOSAUR HUNTER



It's a jungle out there. If you don't know the ways of the wild, you're nothing but raptor rations. Learn how to live to see sun-

rise—or even the next level of Nintendo Power's exclusive, in-depth, 12-page review of Turok: Dinosaur Hunter.



KI GOLD



You've never seen anything like this before. Master the mega-moves the pros at Nintendo use in KI Gold. Valance 93 dissects all the air juggles, Ultra Combos and other cool options used by the

guys who are paid to play games!

Race for the Gold!



Enter one of the hottest video game contests ever featured in Nintendo Power! Race in your best time for Mario Kart 64 and you might win a gold N64 controller! Does it sound too good to be true? Check out the details starting in the March issue!

Super NES

100 Super Mario Bros. 2
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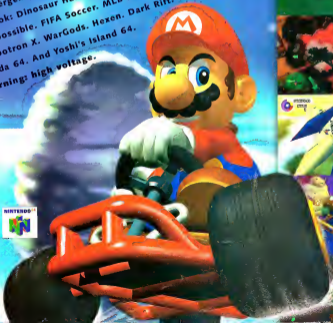
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Other Titles

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EXTREME CONDITIONS AHEAD

Dangerous curves. Construction ahead. Report violators.
Emergency gear required. They're coming. Goldeneye 007.
Impossible. FIFA Soccer. Blast Corps. Doom 64. Mission:
Robotron X. WarGods. Hexen. Dark Rift.
Zelda 64. And Yoshi's Island 64.
Warning: high voltage.





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from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.*

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Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!*

Thank You and ENJOY!

